British Columbia
Provincial Economic Multipliers
and
How to Use Them

- Garry Horne -
- Teresa Qing Zhuang -

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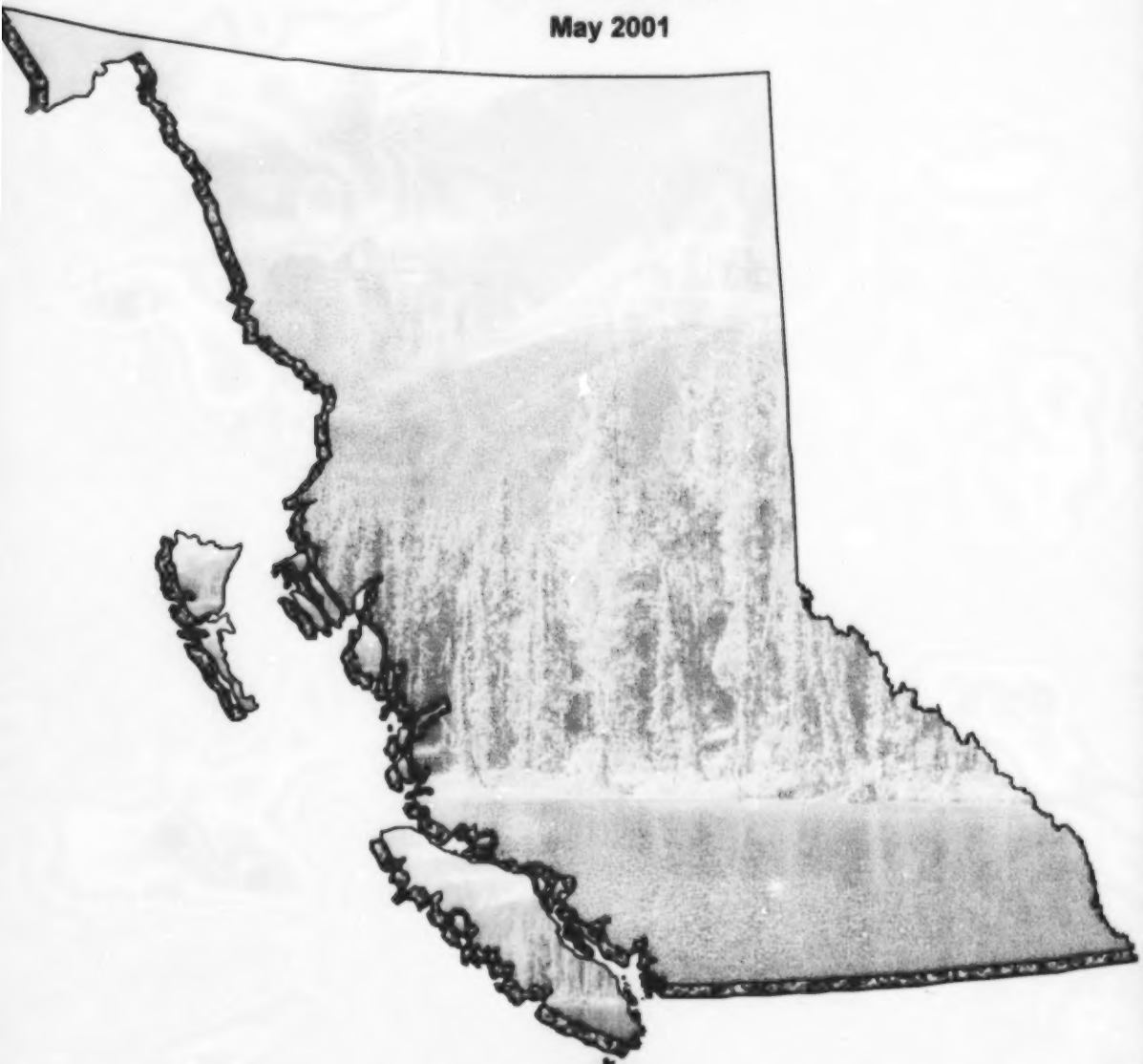

BRITISH COLUMBIA
Ministry of Finance and
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Chapter 1: Introduction

The British Columbia Ministry of Finance and Corporate Relations has maintained a provincial Input-Output Model for more than ten years. This model was developed and is currently updated by BC Stats using data supplied by the Input-Output Division of Statistics Canada, at roughly five year intervals. The model was updated annually to account for the most recent employment information. The first model that BC developed had 1974 as its base year. Subsequently, there was a 1979 model, a 1984 model, a 1990 model and the current model year is 1996. Future updates will occur on an annual basis with the release of annual data from Statistics Canada.

During this period the model has been used for hundreds of studies, including the impacts of Free Trade, the Vancouver Island Gas Pipeline, the Kemano Completion Project, and land use planning studies for LRMP's throughout the province. Although economic impacts are not the only reason for undertaking projects or developing specific policies, those impacts are often important considerations and their estimation should play some part in any review of those projects or policies.

Indeed, as government requires its programs to become more accountable for results[1], those programs which claim to produce economic benefits will need to estimate them. Ascertaining whether or not the predicted benefits were achieved may not be easy, but defining their value in an economically valid and systematic way is at least a first step.

The estimation of economic impacts is often a complex and technically challenging task and may involve significant amounts of judgement on the part of the analyst. We often get calls from practising economists or consultants with the question "What is the multiplier for .....?" The purpose of this publication is to try to respond to that question in a way which is helpful and instructive, and yet fair to the discipline, the situation under study, and the ultimate recipients of the information generated. The fact is that sometimes a simple multiplier *is* all that's required, though even in these cases there are subtle nuances and traps that analysts ought to be aware of and avoid. This report provides information generated from the 1996 Provincial Input-Output model, and this data can be used to calculate approximately 17,000 different multipliers[2] for the BC economy. (Small wonder that we instinctively wince when we get a request for ***the standard multiplier.***) This report also provides explanatory information and example analyses which should promote the correct selection and application of those multipliers.

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1 *Enhancing Accountability for Performance: A Framework and an Implementation Plan*, Second Joint Report, Auditor General of British Columbia and Deputy Ministers' Council, April 1996.

2 This estimate was arrived at by considering about 320 industry groupings, 3 model configurations, 6 different measures (employment, GDP, etc.) and 3 different ways of combining the information into multipliers depending on the question asked.

There are many situations, however, when the best approach to economic impact estimation is not to use a multiplier, but to make use of the input-output model in a project-specific way. A secondary purpose of this report is to help analysts to recognize such situations and to invite them to contact BC Stats (Garry Horne, 387-0364), the caretaker of the model, to request use of the model for their application.

Chapter 2 of this report provides an overview of the structure of the model and discusses some of the issues and limitations associated with its application. As much as possible we have tried to present the relevant information in non-technical terms, with some technical details provided in Appendices.

Chapter 3 describes the multipliers provided in this report. It is emphasized that different situations call for different multipliers, and the onus is put on the analyst to use the information provided to calculate the most appropriate one for their application. A number of examples are provided to assist this process.

Finally, there is a concluding section which describes a number of situations where use of the input-output model itself is much more appropriate than any of the multipliers found in this report.

Chapter 2: The Input-Output Model

Even those of us who are total klutzes in the kitchen know that to make a cake we need a recipe and the appropriate ingredients: flour, eggs, butter, milk, sugar, chocolate, etc. We also need either electricity or natural gas to bake the cake. We can think of each of these ingredients as an input and the finished product, the cake, as the output.

But, of course, each of these inputs is the output of another recipe or process. For example, eggs are produced by chickens which require grains, vitamins, antibiotics, chicken coops, heat and labour inputs.

The British Columbia Input-Output Model (BCIOM) structures the business sector of the entire British Columbia economy in terms of who makes what and who uses what. In principle, the model contains the recipes for every output of the economy. Such a model is very useful in predicting how an increase in demand for the products of one industry will impact on other industries and therefore on the entire economy.

The Structure of the Input-Output Model

In the input-output model, the economy is simplified - the current version of the BCIOM assumes that 243 industries make or use 679 commodities. Both of these numbers are arbitrary. Larger numbers would permit more precision in the recipes - if cakes are lumped with bread and cookies, etc., in the category "bakery products", then the recipe will not be for cake, but some weighted average of the recipes for each item in the category. Difficulties in the collection and manipulation of the required information tend to keep the numbers down. Needless to say, earlier input-output models were much smaller, and even the smallest ones were not practical without computers.

Units

In order to avoid complications with units, everything in the BCIOM is measured in dollars. Thus, to return to the cake example, instead of the normal cookbook recipe which might specify 2 eggs, ½ cup of butter, 1 cup of sugar, 2 cups of flour, etc., the BCIOM recipe for a cake would say:

eggs	$0.15
butter	$0.45
sugar	$0.13
flour	$0.06

Mathematically and conceptually, this keeps everything straightforward and simple, but it does introduce a major assumption - that of constant relative prices.

As recipes are normally written, in terms of quantities, older recipes are as valid now as when they were conceived. However, a recipe expressed in dollar terms produces a strange-tasting cake if the relative prices of eggs, butter, sugar and flour change appreciably. Uniform price changes caused by a general inflation rate are not really a problem - in this case we might get a smaller cake from an old recipe, but it would still taste like cake.

In reality, of course, production processes in the economy use real recipes based on actual quantities. When there are relative price changes over time, the BCIOM should be updated to reflect them. If it isn't, the model will overestimate the impacts on commodities which have become relatively cheaper, and underestimate the impacts on commodities which have become more expensive.

Producers' Prices

A question we must ask is, does the 15 cents worth of egg required to bake our cake refer to the price we pay in the grocery store or the price the poultry farmer received for the egg? The price of an egg bought at the local store includes the cost of transportation, wholesale and retail markups and various indirect taxes.

In input-output terminology, *producers' price* is the price of the egg from the farmer's point of view; *purchasers' price* is what the consumer pays. The additional costs - transportation, taxes, markups - which make up the difference between the two types of valuation are referred to as margins.

The prices in the model are valued in producers' prices - the price the farmer receives for his eggs. In the case of manufactured goods, this would be the price the producer receives for the product at the factory gate. What this means is that the recipe for cake in the BCIOM includes the items like transportation, wholesale trade and retail trade - which are costs incurred between the ingredient producers and the ultimate user.

The MAKE, USE and FINAL DEMAND Matrices

The raw data of the model is organized into three main matrices - *MAKE, USE* and *FINAL DEMAND.* The *MAKE* matrix specifies, for each commodity, the industries which produce that commodity. In many cases, the entire production of a given commodity is made by a single industry - for example, all coal is produced by coal mines. However, some commodities are produced by a number of industries. For example, *Other Meat, Fresh, Chilled, Frozen* (Commodity

#57) is provided by three industries: *Livestock farms, Meat and meat products* and *Wholesale trade.* A firm is usually allocated to an industry on the basis of its main product (in dollar terms).

The *USE* matrix enumerates the commodities used by each industry. For example, the *Livestock farms* industry requires 79 separate commodity inputs, the five largest of which are *Hay and straw, Complete feeds, Other operating surplus, Services incidental to agriculture* and *Wages and salaries.*

The *FINAL DEMAND* matrix shows the disbursement of commodities to various final users. There are 180 categories that specify consumer expenditures, capital expenditures on machinery and equipment and construction, changes in inventory, government expenditures, exports and imports.

Primary Inputs

Some commodities, principally wages and salaries, operating profits and indirect taxes, are designated as *primary inputs*. These are characterized in the *MAKE* matrix by all zeros (i.e. no industry makes these commodities - in that sense they are "primary"). These commodities are also referred to as *value-added* because, for any given industrial process, they constitute the portion of the output which is not linked to other industries via commodity production. The sum of the value-addeds for all industries in the economy is an estimate of the total gross domestic product (GDP) for the economy.

Imports

If we were creating an input-output model for the entire world, there would be no need to specify imports or exports, and our model would merely reflect the inter-industry linkages. Thus, in such a model, activity in the bread sector would necessarily lead to activity in the field crop sector; or activity in the aluminum sector would generate activity in the bauxite sector.

However, in many cases, we are particularly concerned with the activity generated in domestic industries - in the case of the BCIOM, with industries in British Columbia. For this reason imports need to be considered.

The BCIOM accounts for imports by associating a fraction, called the import ratio, with each of the 679 commodities in the database. For example, the import ratio for *Soybeans and other oil seeds* is 1.0, indicating that all soybeans are imported. On the other hand, the import ratio for *Fuelwood and other crude wood* is 0.0, indicating that the model will assume that all fuelwood in the BC economy is produced in BC. Other examples:

eggs are assumed to be 14% imported
butter is assumed to be 78% imported
sugar is assumed to be 14% imported
flour is assumed to be 77% imported

The import ratios used in the model are the result of studies of inter-provincial and international trade. They may not be correct in each and every instance and they may be out of date, but they do tend to reflect the strengths in the domestic economy.

The Impact Matrix

The *MAKE* and *USE* matrices are combined mathematically[3] to create the impact matrix which specifies how a unit change in the output of each industry affects the output of every other industry. If import ratios are not taken into account then the resulting impact matrix is said to be "without leakages". Normally, however, these leakages are included in the computation of the impact matrix so that it reflects only the impacts on the domestic economy.

For example, the impact matrix specifies that a $1 increase in the *Bread and Other Bakery Products* industry (Industry #27) has a total impact of $1.27 on domestic output, and the ten most affected BC industries are:

Bread and other bakery products	$ 1.00011
Wholesale trade	$ 0.03009
Cereal grain flour, flour mixes	$ 0.02138
Paper box and bag industries	$ 0.01915
Operating supplies	$ 0.01499
Advertising and promotion	$ 0.01235
Miscellaneous business service	$ 0.01024
Electric power systems industry	$ 0.00956
Travel and entertainment	$ 0.00946
Transportation margins	$ 0.00897

3 The mathematical derivation of the input-output model may be found in the Statistics Canada publication, *The Input-Output Structure of the Canadian Economy* (catalogue #15-510).

Open and Closed Models

The impact matrix just described combines the direct and indirect domestic effects of a unit change in exogenous or final demand. The direct effects are what we start with, and the indirect effects result entirely from backward industrial linkages in the domestic economy. There is a backward linkage from the Door, Window and Other Millwork industry to the Sawmill industry, and from the Sawmill industry to the Logging industry. If the impact matrix estimates direct and indirect effects only, we say we are using an *open model*.

There is another kind of effect arising from an increase in domestic economic activity, however, and this is due to the spending of increased household income. These effects are referred to as **induced impacts** in the input-output model.

In the economy, the people who earn this additional income are assumed to spend it in a provincially average kind of way. However, first the amount to be spent is reduced by taxes and savings. Because the commodities bought with this increased household income include imported items, there is further leakage from the domestic economy. At the same time, however, a portion of these domestic expenditures lead to additional production and therefore increased BC personal income which is assumed to be spent on goods and services, etc. The *closed* version of the BCIOM takes these induced impacts into account.

It is important to note that the inclusion of induced impacts is not always appropriate. (In fact, Statistics Canada does not estimate induced impacts at all.) Great care must be taken not to double-count economic impacts. If total impacts - direct, indirect and induced - were calculated for every industry sector in the BC economy, the end result would add up to more than the entire economy. In general, if the direct impact of a project can be attributed to another industry as an induced impact, it is not appropriate to estimate its induced impacts. For example, the activity generated by resident sports fishermen who receive their wages from the forest industry is considered to be induced activity of the forest sector, as well as direct activity of the sports fishing sector. If, however, a tourist from Alberta fishes in BC while on vacation, this activity may be attributed to the sports fishing industry. Guidelines regarding whether or not to include induced impacts are discussed in Chapter 3.

The With Safety Net and No Safety Net Scenarios.

There are two ways of looking at induced impacts - the *With Safety Net* and *No Safety Net* scenarios. These are also referred to as the *Short-run* and *Long-run* or *No Migration* and *Migration* scenarios and they represent the two extremes of the impacts of a project.

One way of describing the No Safety Net (or Migration or Long-run) scenario is that, based on the assumption that there is no social safety net, those who do not earn wages have no income. All new jobs are assumed to be filled by people who previously earned no income in BC or, in the case of a negative impact, the income of everyone who loses their job drops to zero. Another way of looking at it is that everyone who loses their job leaves the province and every new job is filled by someone who moves into the province from somewhere else. In the long run, if people are out of work in one area, presumably they will eventually move somewhere else in the hope of finding employment.

The With Safety Net (or No Migration or Short-run) scenario assumes that those who lose their jobs stay in the province and collect Unemployment Insurance or social assistance or use their savings; new jobs are filled by people formerly receiving assistance. In the short run, anyone who loses their job is most likely to stay where they are.

Limitations of the Input-Output Model

Compared to the complexity of actual economic systems, input-output models present a simplified account of economic interdependence. Input-output models are not unique in this because all models of economic behaviour represent a simplification of reality. The following limitations should be considered when reviewing results from the model.

1. The relationships of input-output models are simple proportionalities which implies that ***marginal changes are equal to average changes***. This feature makes input-output models convenient to use; however, under many circumstances, proportional relationships may not be appropriate. For example, economies or diseconomies of scale cannot be represented.
2. ***Increases and decreases show the same proportional impact*** whereas, in reality, the disappearance of a particular expenditure does not generate a slowdown in the economy equal to its total economic impact, unless all funds originate from abroad. This is because at least some of the amount saved will be reinjected into the domestic economy.
3. Input-output models are static models - ***time is not explicitly represented***. Input-output methodology measures the total economic impacts on major economic variables after an exogenous event has taken place. The model does not calculate the amount of time required for the propagation of all effects.
4. Input-output models are exclusively flow models and ***stocks are not represented***. Indeed, the introduction of the concept of stocks would require explicit representation of time. As a result, it is necessary to assume that all intermediate goods can be produced without additions to capital stock.

5. Supply and demand factors cannot be handled simultaneously. Implicit in input-output models is the assumption that ***supply is perfectly elastic***. Thus, any increase in demand for goods and services would lead the producing industries to increase their output by an equal amount to satisfy that demand. It is also assumed that these producing industries have no difficulty in obtaining the necessary inputs for their new level of output. These inputs include not only the intermediate inputs of domestic goods and services but also labour and imports. If a shortage or bottleneck of economic resources develops in one or more sectors, this may precipitate inflationary activity (i.e. relative price changes), substitution effects or changes in import proportions. Any one of these results could subsequently change the overall economic impact.
6. Another basic assumption is that ***all industries are operating at full capacity*** with regard to employment. Hence, any increase in output would require a further proportional demand for labour services. This assumption implies that no industry will meet a new demand for its goods and services with its existing labour force. Therefore, the employment level in the economy is assumed to change in proportion to the increased output in each industry.
7. Although input-output analysis incorporates the provincial economic structure and linkages, it often ***ignores any economic displacement that may occur in existing industries as new projects are completed***. Economic gains in these new projects should be tempered by an estimation of subsequent contractions or losses in existing plants or industries. Further contractionary effects on economic activity may result from the recovery of funds used to finance a particular project, either through increased taxation or repayment of borrowed capital. Any displacement effects arising from financing a project should be taken into account in an overall project cost-benefit analysis.
8. Input-output models ***do not consider the nature of the expenditure, its social impact, nor the externalities that may be generated***. Hence, one cannot conclude about the social/economic profitability of an investment solely on the basis of the results provided by input-output simulations.
9. ***The industrial structure and linkages are based on 1996 revised data***. The choice of year was dictated by the availability of provincial statistics and the database developed by Statistics Canada for the Canadian Interprovincial Model. Use of this data base implicitly assumes that the technology of producing goods and services, input patterns and the relative prices of various goods and services remain unchanged from values in the base year of 1996. It further assumes that there are no new products which might require a different production technology or input mix. Employment impacts, however, do take account of changes in labour productivity and wage rates by incorporating more recent employment information.

Opportunity Costs

Opportunity costs are the costs associated with missed opportunities. This concept is important when evaluating the effect of government expenditures. If the same tax dollars were channelled into another project there would be economic impacts. If those tax dollars were not collected and stayed in the pockets of BC residents instead, they would be recycled into the economy as consumer spending and would also create economic impacts in this way. It may be difficult to evaluate the alternatives, but they should not be ignored.

Chapter 3: Multipliers

Different situations call for different multipliers. Using a multiplier is easy; knowing which multiplier to use can be a challenge. Before using a multiplier to answer a question, it is very important to know exactly what the question is.

If we think of the economy as a pie with each of the various industries having a piece of the pie, one type of question involves estimating the size of the pieces associated with the different industries. For this type of question, it is important to recognize that the pie doesn't get any bigger - what one industry gains, other industries must lose since the shares cannot add up to more than one pie. Questions of this type are called "allocation questions" and to answer them, it is important to use a procedure so that if we applied it in the same way to each industry the shares would add up to 100%. Unfortunately, **the numbers in the tables of this publication cannot be used to answer allocation questions**.

However, there are times when the analyst may want to know the impact of a new development which will increase the size of the economic pie. (Similar reasoning applies to changes which decrease the size of the pie). In this case, the question is about how much bigger the whole pie will get as a result of the new development. This is a fundamentally different question than the allocation question. As will be described below, the numbers in the tables of this report can be used to derive multipliers to answer questions of this kind in a number of ways.

Another consideration is whether to use Open or Closed model results. The Open Model can always be used - it treats personal spending by wage-earners as exogenous and never leads to contradictions or inconsistent results. Induced impacts are always zero if the Open Model is used.

The Closed Model, however, is more difficult to justify in many situations. For example, it is intuitively dubious to estimate the induced impacts of an activity which would itself be largely driven by consumer spending. (The model, and the tables in this report derived from it, can certainly be used to carry out the required calculations, but interpretation of the results will always be problematic.)

Thus for applications which involve exports or capital spending, either the Open or Closed Model can be used and the results interpreted accordingly. However, when changes in demand are caused by domestic personal expenditures, in whole or in part, only the Open Model makes sense.

Determining Which Multiplier to Use

Demand-driven commodity solutions are the "natural" way to use the input-output model. A project is broken down into a series of commodity purchases which are then run through the model. The numbers on the following tables, however, are *industry* multipliers. They represent the impacts on the entire economy of an increase or decrease in domestic production of $1 (except employment, which is for $1 million in a particular industry). To relate this to the commodity solution, the industry solution approach assumes an average or typical pattern of commodity purchases to produce the required output (the average 1996 "recipe" for each industry as described in Chapter 2.).

For each type of impact (output, GDP at factor cost, employment and taxes) direct, "own indirect", total indirect and two types of induced impacts - with and without safety net - are displayed. There is no column for direct output; by definition, this is 1.00.

"Own indirect" refers to indirect impacts of an industry on itself. Industries have indirect linkages not only to other industries but also to other firms within the same industry. When industries are very disaggregated, an industry's linkages to itself are minimal. The more highly aggregated an industry is, though, the more pronounced the effect. These "internal linkages" are important in understanding the different types of multipliers.

Multipliers for large, medium and small industry aggregations are provided. There is some overlap between the different aggregations. For example, the *Agriculture and related services* industry appears on both the small and medium aggregation tables. *Fishing and trapping* remains separate from other industries in all three aggregations.

It is important that the analyst choose the aggregation level most appropriate to his or her situation. For example, it is better to use the multipliers for Sawmills, Planing and Shingle Mills (large aggregation) rather than Wood Industries (medium aggregation) if the specific industry is known.

Most industry input is reported in considerable detail. There are, however, several catch-all categories such as office supplies, laboratory supplies, advertising and promotion, etc. which are made up of many input-output commodities. It is not possible to estimate the detailed commodity content of these for each industry, so to handle these inputs, the notion of *fictive industries* is used. In the large industry aggregation, these are: 224 Operating supplies, 225 Office supplies, 226 Cafeteria supplies, 227 Laboratory supplies, 228 Travel and entertainment, 229 Advertising and promotion and 230 Transportation margins. In the medium aggregation, these are: 48 Operating, office, cafeteria and lab supplies, 49 Travel, advertising and promotion and 50 Transportation margins. Multipliers for the fictive industries have been included in the tables, but it should be noted that because of their artificial nature, they have no direct employment or GDP.

As mentioned at the beginning of this chapter, different situations require different multipliers. Normally, the numerator will be "total *whatever*", where *whatever* may be output (which is equivalent to total revenues), or GDP at Factor Cost, or employment, or taxes. The purpose for which the multiplier is needed will determine the denominator. If the analyst knows the "new" revenues attributable to this project then the denominator will just be 1. However, if observation has revealed a total industry revenue increase, then the appropriate denominator will be '1 + Own Indirect Output'.

This is subtle. Consider the following two cases which reveal this distinction.

(1) Due to the launch of a new product line, the XYZ Insurance Company is expected to increase its revenues by $20 Million. In this case the appropriate Open Model output multiplier is 1.87.

(2) After a change in regulations concerning the insurance industry, its overall revenues are down by $12 Million. In this case the appropriate Open Model output multiplier is 1.87/1.02 = 1.83. (If we used 1.87, we would be overestimating the impacts by counting the secondary impacts on the insurance industry twice.)

Impacts of Wages and Salaries

There may be times when the analyst needs to know the impact generated by personal income. This might arise, for example, when considering the impacts of a change in personal income tax rates. Below are the induced impacts, both with and without safety net, of $1 million of wages and salaries. There are no indirect impacts associated with wages and salaries. It has been assumed that there is a 25% leakage to items such as taxes and savings.

	With Safety Net	No Safety Net
Output	$812,337	$922,845
GDP at Factor Cost	$453,059	$514,692
Employment, 2000	7.31 jobs	8.30 jobs

Tourist Spending

Tourism is unique among the major industries for a number of reasons. One is that it cannot be found anywhere in the multiplier tables at the end of this report. However, in those tables you

can find the industries which are directly impacted when tourists spend money – *Accommodation Services, Food and Beverage Services, Transportation, Recreation Services,* and *Retail Trade.*

So what is the best way to proceed when the impacts of tourist spending are required? The analyst first needs to decide how much is spent on each of these industries and then applies the appropriate multipliers on an individual basis – the total impact is just the aggregate of the individual impacts.

However, there are a couple of additional complications which are unique to Tourism. Firstly, and probably most significant, is that when tourists spend money they must pay commodity taxes on the purchases that they make. For example, if a tourist spends $50 on a meal in a restaurant, some of that money will go to PST and some will go to GST, and what is left will be a direct impact on the Food and Beverage Services sector. The multipliers in this publication can be used to estimate any additional federal or provincial taxes incurred from that point on, but at present DO NOT automatically estimate what might be called the front-end taxes. Thus before the analyst hits each of the tourist impacted industries he should first estimate and subtract out the front-end taxes. At the end of the analysis these amounts can then be added back into the estimates of government revenues. Table 1 below provides average rates for these various taxes.

Table 1 Front-end Tax Rates (per cent)

Industry	GST	PST	Other Federal Comm. Taxes	Total Front-end
Accommodation	4.41	5.46	0	9.87
Food & Beverage	6.21	1.55	0	7.77
Local Transport	5.30	0	0	5.30
Recreation	6.13	0	0	6.13
Retail Trade	5.26	13.92[4]	6.94	26.12

The final complication is that when tourists purchase goods, the money does not all go to domestic industries which produce goods nor does it all go to the retail trade sector. As noted earlier, some of it is taken off the top as federal and provincial taxes, some of it goes to the retailer (the retail margin), some of it goes to the wholesaler (the wholesale margin), and what is left goes to the producer, who may be domestic or foreign.

Table 2 on the next page is based on the tax and trade margins associated with an assumed "basket" of tourist goods.

4 The astute reader may wonder why this rate is so high given that the nominal PST rate is 7%. The reason is that tourists are assumed to buy cigarettes and other tobacco products and the provincial taxes on these products are so

Table 2 Tourist Spending on Goods: Where the Money Goes	
	Percentage
Provincial Sales Tax	13.9
Federal GST	5.3
Other Federal Taxes	6.9
Retail Margin	28.4
Wholesale Margin	6.5
Production	39.0
Total	100.0

The information in this table can be used to estimate the front-end taxes on goods purchases by tourists as well as the direct impacts on the trade industries. Generally, the retail impact would be considered direct whereas wholesale and its spinoffs would be considered indirect. Finally the amount of domestic production and its impacts (all considered indirect) can be estimated from the following table. For each dollar of production for tourists, the table shows the corresponding BC impacts (as in the general multiplier tables, the employment impacts correspond to $1 million of production for tourists.)

Table 3 Industry Multipliers: Production for Tourists								
Output			GDP			Employment		
Indirect	SN5 Induced	NSN Induced	Indirect	SN Induced	NSN Induced	Indirect	SN Induced	NSN Induced
0.28	0.03	0.08	0.13	0.02	0.04	3.1	0.3	0.7

Table 4 Government Revenue Multipliers: Production for Tourists											
Federal Government Tax				Provincial Government Tax				Municipal Government Tax			
SN Indir.	NSN Indir.	SN Induc.	NSN Induc.	SN Indir.	NSN Indir.	SN Induc.	NSN Induc.	SN Indir.	NSN Indir.	SN Induc.	NSN Induc.
0.006	0.009	0.001	0.004	0.006	0.007	0.003	0.008	0.002	0.002	0.001	0.002

high that the weighted average rate on all products that tourists are assumed to buy becomes 13.92%.

5 In these tables, as in the tables at the end of this report, SN stands for "with Safety Net" and NSN stands for "No Safety Net".

Examples

Example 1.

A new marketing strategy is expected to increase production in the soft drink industry (industry #32 in the large aggregation) by $1 million. What are the impacts on the BC economy?

Because the tables show the impacts of an increase or decrease of $1 of output, estimating the impacts of the $1 million increase in the output of the soft drink industry is a simple case of adding the direct and indirect multipliers found on Row 32 of the large aggregation table on Page 31 (induced impacts are not counted because production will be for domestic consumption) and multiplying the sum by $1 million, the magnitude of the increase in output. The total impacts on the BC economy will be:

Output:	(1.00 + 0.85) x 1,000,000	=	$ 1,850,000
GDP:	(0.18 + 0.28) x 1,000,000	=	$ 460,000
Employment:	4.9 + 5.4	=	10.3 jobs
Provincial Government Revenue: (using multipliers from Row 32 on Page 41)			
With Safety Net:	0.026 x 1,000,000	=	$ 26,000
Without Safety Net:	0.032 x 1,000,000	=	$ 32,000

Example 2.

Suppose example 1 were modified as follows. A new marketing strategy is expected to increase revenues for the soft drink industry with employment in this industry expected to rise by 100. What are the impacts on the BC economy?

First, estimate the employment impacts. The increased revenues are a direct impact as are the 100 additional jobs. The denominator will be *direct*. The inclusion of induced impacts is not appropriate since this involves domestic consumption only. The numerator will be *direct + indirect*.

And so, the multiplier is (4.9 + 5.4)÷4.9 = 2.102 and the total employment impact in BC is 100 x 2.102 = 210. A total of 210 jobs (including the 100 direct jobs) are gained as a result of the new marketing strategy.

From the multiplier tables, we see that a $1 million increase in output in the soft drink industry creates 4.9 additional direct jobs. Therefore, it will take $20.4 million to generate 100 direct jobs and the following impacts.

Output:	(1.00 + 0.85) x 20,400,000 =		$37,740,000
GDP:	(0.18 + 0.28) x 20,400,000 =		$9,384,000
Provincial Government Revenue:			
With Safety Net:	0.026 x 20,400,000	=	$530,400
Without Safety Net:	0.032 x 20,400,000	=	$652,800

Example 3.

The residential construction sector is losing 200 jobs per year. What is the impact on the BC economy?

First, consider the employment impacts. The 200 jobs include all jobs in residential construction - both direct and indirect. The denominator will be *direct + own indirect.* Residential construction is driven entirely by domestic consumption, therefore induced impacts are not appropriate. The numerator will be *direct + total indirect.*

Look at the results for Residential construction (Row 164) on the large aggregation table on Page 35; the multiplier is (8.7+3.8)÷(8.7+0.0) = 1.437. The total employment impact is 200 x 1.437 = 287. About 87 jobs are lost in the rest of the BC economy.

Next, consider the other impacts on the economy. There are 200 jobs in the direct and own indirect categories. The multiplier for own indirect is 0.0, so all of the 200 jobs are direct. From the multiplier tables, we see that a $1 million decrease in output in Residential construction results in 8.7 fewer direct jobs. Therefore, it will take $22.99 million (200÷8.7) to reduce the number of direct jobs by 200 and generate the following impacts:

Output:	(1.00 + 0.52) x 22,990,000 =	$34,944,800
GDP:	(0.35 + 0.21) x 22,990,000 =	$12,874,400
Provincial Government Revenue: (using multipliers from Row 164 on Page 45)		
With Safety Net:	0.070 x 22,990,000	= $1,609,300
Without Safety Net	0.077 x 22,990,000	= $1,770,230

Example 4.

The Japanese are going to increase imports of squidgeon (a mythical fish delicacy found along the BC coast). The BC fishing industry (Industry # 4) will expand and employ 100 additional FTE's. What are the impacts on the rest of the BC economy?

We cannot discern how many of the additional jobs in the fishing industry are direct and how many are indirect, so the denominator of the multiplier will include both *direct and own indirect*.

There is an increase in export activity - new money will be flowing into the province, so it is appropriate to include induced impacts. The numerator will be *direct + indirect + induced*. In the closed model, there are two approaches - the With and Without Safety Net scenarios. A range of the likely impact is estimated using the multipliers from Row 4 of the large aggregation table on Page 31.

With Safety Net: $(6.7 + 3.6 + 1.2) \div (6.7 + 0.4) = 1.62$

$1.62 \times 100 = 162$ jobs in total

Without Safety Net: $(6.7 + 3.6 + 2.9) \div (6.7 + 0.4) = 1.86$

$1.86 \times 100 = 186$ jobs in total

Other economic impacts: if there are 100 jobs in the direct and own indirect categories, then there are $[6.7 \div (6.7+0.4)] \times 100 = 94$ direct jobs. From the multiplier tables, we see that a $1 million increase in output in fishing and trapping results in 6.7 direct jobs. Therefore, it will take $14.03 million to increase the number of direct jobs by 94 and generate the following impacts. (The provincial government revenues are estimated using the multipliers from Row 4 of the large aggregation table on Page 41.)

With Safety Net:

Output:	$(1.00 + 0.53 + 0.13) \times 14{,}030{,}000 = \$23{,}289{,}800$
GDP:	$(0.49 + 0.21 + 0.07) \times 14{,}030{,}000 = \$10{,}803{,}100$
Prov Govt Revenue:	$(0.034 + 0.013) \times 14{,}030{,}000 = \$659{,}410$

Without Safety Net:

Output:	$(1.00 + 0.53 + 0.32) \times 14{,}030{,}000 = \$25{,}955{,}500$
GDP:	$(0.49 + 0.21 + 0.18) \times 14{,}030{,}000 = \$12{,}346{,}400$
Prov Govt Revenue:	$(0.039 + 0.034) \times 14{,}030{,}000 = \$1{,}024{,}190$

So, the economic impacts of this increase in squidgeon exports are estimated to be:

Output:	$23.3 – 26.0 million
GDP:	$10.8 – 12.3million
Employment:	162 - 186jobs
Prov Govt Revenue:	$0.7 – 1.0 million

Example 5

A new convention centre built in Vancouver is expected to increase tourist spending by $1 million. What are the impacts on the BC economy?

Without further information regarding the pattern of such spending, we assume that it is attributable to five tourist categories as suggested in the Vancouver row of table 5 *Distribution of Total Expenditures by BC Resident Tourists*: $150,000 to Accommodation industry (Industry # 210), $320,000 to Food & Beverage (Industry # 211), $140,000 to Local Transportation (Industry # 178), $90,000 to Recreation (Industry # 214), and $100,000 to Retail purchases. (Note that we have left out the 20% of tourist spending on "other expenses", so our estimate will be conservative.)

Table 5 Distribution of Total Expenditures by BC Resident Tourists (per cent)

BCVS Tourism Area	Accom.	Food & Beverag	Local Transpo	Recreati	Retail	Other Expense
1 East BC Rockies	18	34	23	10	5	10
2 West BC Rockies	20	39	15	15	3	7
3 South Thompson-Okanagan	17	35	16	14	5	13
4 Vancouver Coast & Mountains	19	34	14	10	8	15
5 Vancouver Island	21	29	26	14	4	6
6 North Thompson-Okanagan	19	31	14	13	7	15
7 Cariboo	18	32	18	9	3	20
8 Northwest	18	30	21	11	7	12
9 Northeast	13	23	23	8	7	26
10 Victoria	18	32	14	9	9	19
11 Vancouver	15	32	14	9	10	20
12 Whistler	20	27	11	14	13	15

Source: BC Local Area Economic Dependencies and Impact Ratios – 1996, taken from British Columbia Visitor Studies.

First, using the rates in Table 1 on Page 14 calculate the front-end taxes collected from this increased tourist spending by each category and the remainder of the spending is treated as the direct output impacts on each industry.

Tourist Industry	Front-end Taxes	PST paid as Front-end Taxes	Output Impacts
Accommodation	$14,803	$8,194	$135,197
Food & Beverage	$24,849	$4,965	$295,151
Local Transport	$7,424	$0	$132,576
Recreation	$5,518	$0	$84,482
Retail Trade	$26,121	$13,922	$73,879

Next, use the industry multipliers in the large aggregation table to estimate the impacts of the remainder on the BC economy. Tourists are those who travel to and stay in places outside their usual environment. Therefore, tourist spending does bring funds into the province from

the outside world. Thus, the induced impacts should be considered in this case. The following is the detailed calculation of the impacts which resulted from Retail Purchases.

As was mentioned earlier, the case of Retail Trade is a little more complicated, since more than one industry is directly impacted by tourist spending on this category. According to Table 2 in the "Tourist Spending" section, the total $100,000 tourist spending on Retail Trade is split into different taxes and industries as listed below.

Provincial Sales Tax	$13,900
Federal GST	$ 5,300
Other Federal Taxes	$ 6,900
Retail Margin	$28,400
Wholesale Margin	$ 6,500
Production for Tourists	$39,000

The multipliers provided in Tables 3 and 4 on page 15 can be used to estimate the domestic economic impacts of the production for tourists.

With Safety Net:		
Output	(0.28 + 0.03) x 39,000	= $12,090
GDP:	(0.13 + 0.02) x 39,000	= $5,850
Employment:	(3.1 + 0.3) x 0.039	≈ 0.13 jobs
Prov Govt Revenue:	(0.006 + 0.003) x 39,000	= $351
Without Safety Net:		
Output:	(0.28 + 0.08) x 39,000	= $14,040
GDP	(0.13 + 0.04) x 39,000	= $6,630
Employment:	(3.1 + 0.7) x 0.039	≈ 0.15jobs
Prov Govt Revenue	(0.007 + 0.008) x 39,000	= $585

The total provincial impacts for Retail Trade and Wholesale Trade can be estimated in a similar fashion, using the multipliers from Row 193 and Row 192 of the large aggregation tables on Page 36 and Page 46. The results are listed below.

	Retail Margin	Wholesale Margin
Output	$49,132 – 58,504	$11,115 – 13,000
GDP	$26,980 – 32,376	$5,850 – 6,890

Employment	0.74 – 0.82 jobs	0.10 – 0.12 jobs
Prov Govt Revenue	$2,106 – 3,238	$449 – 722

Therefore, the total impacts of tourist spending on Retail Trade are the aggregate of these individual impacts.

With Safety Net:

Output:	12,090 + 49,132 + 11,115	= $72,337
GDP:	5,850 + 26,980 + 5,850	= $38,680
Employment:	0.13 + 0.74 + 0.10	= 0.97 jobs
Prov Govt Revenue:	351 + 2,016 + 449	= $2,816

Without Safety Net:

Output:	14,040 + 58,504 + 13,000	= $85,544
GDP:	6,630 + 32,376 + 6,890	= $45,896
Employment:	0.15 + 0.82 + 0.12	= 1.09 jobs
Prov Govt Revenue:	585 + 3,238 + 722	= $4,545

Note that provincial government revenues result from the increase in industry outputs, and PST is also collected as a Front-end tax. Therefore, the total Provincial Government Revenue in the Safety Net scenario is ($2,816 + $13,922 =) $16,738. Similarly, the total Provincial Government Revenue is $18,466 under No Safety Net scenario.

So, the range of the total economic impacts for tourist shopping in our example is estimated to be:

Output:	$72,337 – 85,544
GDP:	$38,680 – 45,896
Employment:	1.0 – 1.1 jobs
Prov Govt Revenue:	$16,738 – 18,466

In the same fashion, the impacts of other tourist industries on the BC economy can be estimated, and the results are listed in the following table.

Tourist Industry	Output	GDP	Employment	Prov Govt Revenue
Accommodation	$210,907-248,762	$116,269-137,901	2.6-2.9 jobs	$19,821-24,688
Food & Beverage	$521,600-608,000	$246,400-294,400	7.9-8.7 jobs	$23,525-33,765
Local Transport	$247,800-285,600	$112,000-133,000	3.4-3.7 jobs	$12,740-17,500
Recreation	$157,500-185,400	$81,000 - 97,200	2.0-2.3 jobs	$6,030 - 9,630
Retail Trade	$72,337 - 85,544	$38,680 - 45,896	1.0-1.1 jobs	$16,738-18,466
Total	$1,210,144-1,413,306	$594,349-708,397	16.9-18.7 jobs	$78,854-104,049

When Not to Use these Multipliers

There are times when the use of the particular multipliers developed in this report is not appropriate.

- when trying to answer industry share questions, e.g. how big is our industry compared to others, when linkages and dependencies are taken into account. To answer these kinds of questions the model needs to be solved in a different way.
- when a recycling rate of 75% is not appropriate. The recycling rate is the fraction of household income that is recirculated in the BC economy after allowing for leakages due to taxes and savings. It may not be appropriate, for example, if the project labour force is working in BC but actually residing in Alberta, and sending pay-cheques home to their families.
- when the "industry average" production function is not appropriate. When detailed information about project expenditures is known, it is far better to use it rather than the default production functions in the input-output model. The data in the model is based on provincial averages (and for 1996, at that) and is unlikely to be accurate for a specific project.
- when the import ratios for important inputs differ significantly from the BCIOM assumptions.

Appendix A: Employment Ratios

It is unthinkable to have an input-output model which is not capable of estimating employment impacts, even though employment is an add-on to the model and not really integral to the development. Job to income ratios are used to estimate employment impacts in the 1996 BCIOM. This appendix describes how these ratios were derived.

Data Sources

The following data sources were used:

1. 1996 Labor Force by 285 industries from the 1996 Canadian Census.
2. 1996 Total Income by 285 industries from the 1996 Canadian Census.
3. Wages & salaries by 243 industries from the IO USE matrix, 1996 BCIOM.

Statistics Canada did not provide employment estimates with the other information needed to build the 1996 IO model, therefore, it was necessary to make use of other data. In fact, we had estimated the job to income ratios in the 1990 model. The industry set, however, had changed in the new model, and increased in number from 216 to 243. Thus, simply updating these old ratios by using the CPI as a measure of wage inflation did not seem to be appropriate. We finally made decision to use the detailed labor force figures from the 1996 Canadian Census, since it was the best source of data available for the employment estimation in the 1996 IO model.

It is noteworthy that the same data purchase also provided us with employment figures. However, we made the decision to use labor force and not employment because of how these separate estimates are revealed by the Census: the labor force figures count those individuals who worked in a particular industry within the last year, i.e. in the period June 1995 to June 1996; whereas the employment figures count only those individuals who worked in the industry in the week proceeding the Census. Consideration of these differences suggest that the labor force figures are more robust and less vulnerable to short-term fluctuations or seasonal variations.

Census/IO Concordance

There were 285 industries in the Census database, but only 243 in the IO model. Therefore, in order to use the information from the former one for the estimation in the latter one, we first needed to build a concordance of these two.

Of the 243 IO industries 121 appeared to be represented identically in the Census database. In addition, another 21 industries were the sum of two or more Census industries. The allocation of Census employment figures to these 121 + 21 =142 industries was straightforward. But situations were more complicated for the remaining 101 industries, where the Census provided one number while the IO required two or more. In such situations, we needed to split the employment figure in one Census industry into two or more IO industries. How to make the best split of the figure was a problem that required a lot of thought. Without other sources of information about the industries, this problem was finally tackled by making the simplest assumption -- that within each of the Census groupings, which needed to be split, the average wage would be the same. In other words, we assumed that within each group all industries had the same job to income ratio and that the jobs would be distributed among them in exactly the same way that the wages were distributed among them. The concordance between the Census and the IO industries was built through three steps. The following section explains in detail how this was done.

Job to Income Ratios

A new industry set called Aggregate Industry was generated to aggregate the Census industries and connect them to the IO model. We set up a matrix called IMATRIX to specify the assignment of industries from the Census to the Aggregate Industry, while AVECTOR is a new vector created to specify the concordance between the Aggregate and the IO model.

First, we assigned one or more Census Industries to each of the Aggregate industries in the way specified by the IMATRIX. Secondly, we calculated the average total income for every Aggregate industry. When there was a one-to-one assignment from the Census to the Aggregate, this was just the Census average total income for that industry. But if there was a many-to-one assignment, the relevant average total income was the weighted average income of the corresponding Census industries, which was equal to the sum of the total income from each Census industry divided by the total number of jobs in these industries. Finally, we assigned every Aggregate industry to one or more IO industries as designated in AVECTOR, assuming that when there was a one-to-many assignment, each of the IO industries within the same group had the same average total income. Having calculated the average total income for each of the IO industries, we then computed the job to income ratio which, to be specific, refers to the number of jobs generated per million dollars. This was simply done by dividing one million by the average total income from each industry.

Appendix B: Government Revenues

Aside from domestic output, GDP and employment, government revenue is another key factor that we may want to look at in the estimation of economic impacts. Four major types of government revenues were estimated in the 1990 provincial Input-Output model: Personal Income Taxes, Indirect Taxes Less Subsidies, Corporate Income Taxes, and Natural Resource Royalties. In the 1996 model, however, only the first two types of taxes are calculated, while the other two have been omitted from the model. Another significant change that has been made in the new model is that unlike previous models where the direct and indirect impacts on government revenues were estimated only for the No Safety Net scenario, the 1996 model presents these impacts for both Safety Net and No Safety Net scenarios respectively. This appendix explains how the two types of government revenues are calculated and why we have made changes in the model.

Personal Income Taxes

The calculation of the total personal income taxes is done by applying industry-specific tax rates (PMTM) which range from 0 to 0.24 to the total personal income of each industry. The PMTM are calculated using a formula presented in *British Columbia Local Area Economic Dependencies and Impact Ratios – 1996* (Horne, 1999):

$$\text{Effective Tax Rate (PMTM)} = 0.36 - 11516/(\text{Income} + 24270)$$

The Income used in the above formula refers to the average personal income in each industry, which is equal to the total income in each divided by the total number of jobs in that industry. This way of calculating income tax rates is consistent with the progressive tax system in Canada.

As was explained in the section regarding With and Without Safety Net, the net changes in personal income are different in these two scenarios, given the same amount of additional income generated by a project, and therefore, so are the corresponding changes in personal income taxes. Conceptually, the direct and indirect impacts on personal income taxes are smaller in the With Safety Net scenario, since in this scenario people who lose their jobs can still receive from the social safety net a certain amount of income which is taxable. Hence, we need another set of tax rates which are applicable to the income obtained from safety net. These tax rates, which are called SNT, are calculated using the same formula, with average total income being replaced with safety net income. Therefore, the effective tax rates ($PMTM_{general}$) can be written in a more general way as follows:

$$PMTM_{general} = PMTM - SNT$$

where the second term on the right hand side, SNT, is equal to zero in the No Safety Net scenario. Clearly, the personal income taxes collected in these two scenarios will not be the same due to the difference in the effective tax rates. Subsequently, not only the induced but also the direct and indirect impacts on the government revenues will be different under these two different assumptions.

Indirect Taxes Less Subsidies

Every model solution generates estimates of Indirect Taxes on Products, Subsidies and Indirect Taxes on Production. It is a challenge to allocate shares of each of these to the three levels of government – federal, provincial and municipal, and doing this requires information from outside the BCIOM.

In the case of Indirect Taxes on Products, additional information from Statistics Canada has enabled us to allocate these on an industry-specific basis to PST, GST, Federal and Provincial Gas Taxes, and other indirect taxes on Products. With these estimates in hand it is a simple matter to allocate the shares of Indirect Taxes on Products to the federal and provincial governments. (There are no municipal Indirect Taxes on Products in BC.)

In the case of Subsidies and indirect Taxes on Production, we have used historical information to distribute these to the three levels of government as follows:

Subsidies: 31.8% Federal, 64.7% Provincial, 3.6% Municipal.

Indirect Taxes on Production: 0% Federal, 49% Provincial, 51% Municipal.

Corporate Income Taxes and Natural Resource Royalties

Corporate income taxes, which are imposed on the corporation net profits, are another major type of government revenues. However, they have not been estimated in the 1996 Input-Output model due to the unavailability of the net profit data. In current BCIOM, there is no explicit entry for corporation net profits. Instead, there is one primary input called *Other operating surplus*. This surplus entry is simply created to balance the inputs and outputs of the industries. Therefore, it is, in effect, the before distribution profits, which include the before taxes and dividends profits, capital consumption allowances and various investment income. Conceptually, the net profits can be calculated by deducting from gross income those expenditures allowed under tax law and regulations. Unfortunately, the rules on the allowable deductions are very complicated, and without enough information it is too hard to allocate this before distribution profits to different categories, such as net profits, taxes, investment income etc.

Another problem involved in the estimation of the corporate income taxes is the industry volatility. In general, the input-output model is used to estimate the economic impacts of projects

or policies that take place some time later than the model year, assuming that the industrial inter-relationships represented in the model have not changed in any significant way since the model year. As we know, corporation net profits are essentially affected by the corresponding industry performance, and therefore, so are the collected corporate income taxes. Hence, the estimation of corporate income taxes generated from 1996 data will be valid for years other than 1996 only if the performance of each industry does not vary significantly from year to year. Unfortunately, this is not necessarily the case in the real world. Indeed, industry performance may fluctuate greatly from year to year, making it inadvisable to use multipliers estimated using data, if available, of a particular year to predict the economic impacts with respect to corporate income taxes in some other years.

Similarly, there is a lack of data on natural resource royalties, which hindered our estimation of government revenues on natural resources.

1996 BCIOM INDUSTRY MULTIPLIERS - SMALL AGGREGATION - 75% RECYCLING RATE

	OUTPUT				GDPF/OUTPUT					EMPLOYMENT (PY/$M) 2000				
	Own	Total	SN	NSN		Own	Total	SN	NSN		Own	Total	SN	NSN
Industry	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc
1 Agricultural and related services industries	0.23	0.75	0.15	0.37	0.38	0.11	0.31	0.08	0.21	8.60	2.55	5.90	1.36	3.38
2 Fishing and trapping industries	0.06	0.53	0.13	0.32	0.49	0.03	0.21	0.07	0.18	6.73	0.41	3.62	1.17	2.92
3 Logging and forestry industries	0.23	0.73	0.16	0.34	0.48	0.11	0.25	0.09	0.19	4.34	1.19	3.82	1.48	3.08
4 Mining, quarrying and oil well industries	0.04	0.39	0.13	0.26	0.59	0.02	0.17	0.07	0.14	3.07	0.25	2.67	1.19	2.34
5 Manufacturing industries	0.14	0.75	0.14	0.31	0.33	0.05	0.30	0.06	0.18	5.29	0.75	4.01	1.23	2.86
6 Construction industries	0.00	0.52	0.17	0.43	0.39	0.00	0.23	0.10	0.24	9.38	0.05	4.00	1.56	3.87
7 Transportation and storage industries	0.15	0.60	0.18	0.41	0.48	0.07	0.25	0.10	0.23	7.15	1.08	4.52	1.80	3.74
8 Communication and other utility ind.	0.02	0.26	0.13	0.28	0.72	0.02	0.11	0.07	0.15	5.43	0.18	2.05	1.16	2.53
9 Wholesale trade industries	0.03	0.51	0.20	0.49	0.59	0.02	0.20	0.11	0.27	10.47	0.30	3.60	1.79	4.47
10 Retail trade industries	0.01	0.50	0.23	0.56	0.62	0.01	0.20	0.13	0.32	20.34	0.17	3.59	2.06	5.14
11 Finance, insurance and real estate ind.	0.14	0.47	0.18	0.34	0.57	0.05	0.18	0.10	0.19	3.79	0.99	3.61	1.62	3.10
12 Business service industries	0.09	0.48	0.23	0.57	0.63	0.06	0.19	0.13	0.32	13.79	1.27	3.53	2.08	5.16
13 Educational service industries	0.00	0.56	0.28	0.62	0.59	0.00	0.22	0.15	0.34	12.07	0.01	3.79	2.51	5.62
14 Health and social service industries	0.00	0.28	0.25	0.62	0.79	0.00	0.12	0.14	0.34	16.54	0.01	2.05	2.24	5.62
15 Accommodation and food services ind.	0.00	0.42	0.18	0.45	0.53	0.00	0.17	0.10	0.25	18.05	0.07	3.01	1.64	4.12
16 Other service industries	0.05	0.50	0.20	0.49	0.59	0.02	0.19	0.11	0.27	16.77	0.39	3.52	1.79	4.45
17 Operating, office, cafeteria and lab. supplies	0.01	0.41	0.05	0.12	0.00	0.00	0.20	0.03	0.07	0.00	0.00	3.81	0.43	1.07
18 Travel & entert., advertising & promotion	0.03	0.98	0.11	0.28	0.00	0.00	0.47	0.06	0.15	0.00	0.00	9.96	1.03	2.53
19 Transportation margins	0.00	1.45	0.15	0.35	0.00	0.00	0.60	0.08	0.20	0.00	0.00	10.14	1.36	3.21
20 Non-profit institutions serving households	0.00	0.46	0.24	0.60	0.62	0.00	0.18	0.14	0.33	14.60	0.01	3.01	2.22	5.46
21 Government sector	0.04	0.47	0.24	0.54	0.60	0.03	0.23	0.13	0.30	9.75	0.42	4.52	2.15	4.93

SN Induc: With Safety Net Scenario. New jobs are filled by people formerly receiving assistance. Displaced workers receive assistance.
NSN Induc: No Safety Net Scenario. People without jobs have zero income.

1996 BCIOM INDUSTRY MULTIPLIERS - MEDIUM AGGREGATION - 75% RECYCLING RATE

	OUTPUT				GDPF/OUTPUT					EMPLOYMENT (PY/$M) 2000				
	Own	Total	SN	NSN		Own	Total	SN	NSN		Own	Total	SN	NSN
Industry	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc
1 Agricultural and related service industries	0.23	0.75	0.15	0.37	0.38	0.11	0.31	0.08	0.21	8.60	2.55	5.90	1.36	3.38
2 Fishing and trapping industries	0.06	0.53	0.13	0.32	0.49	0.03	0.21	0.07	0.18	6.73	0.41	3.62	1.17	2.92
3 Logging and forestry industries	0.23	0.73	0.16	0.34	0.48	0.11	0.25	0.09	0.19	4.34	1.19	3.82	1.48	3.08
4 Mining industries	0.00	0.41	0.14	0.27	0.52	0.00	0.17	0.06	0.15	3.16	0.01	2.56	1.31	2.48
5 Crude petroleum and natural gas industries	0.00	0.36	0.07	0.15	0.70	0.00	0.16	0.04	0.08	0.80	0.00	2.95	0.64	1.34
6 Quarry and sand pit industries	0.00	0.36	0.16	0.36	0.58	0.00	0.16	0.09	0.20	6.67	0.01	2.38	1.46	3.26
7 Services ind. incidental to mineral extraction	0.00	0.43	0.23	0.46	0.62	0.00	0.14	0.13	0.26	7.89	0.00	2.41	2.09	4.18
8 Food industries	0.10	0.75	0.11	0.28	0.28	0.02	0.27	0.06	0.16	5.52	0.40	4.89	1.03	2.56
9 Beverage industries	0.11	0.67	0.12	0.29	0.32	0.02	0.24	0.06	0.16	4.66	0.52	4.33	1.06	2.62
10 Tobacco products industry	0.00	0.00	0.48	0.93	1.00	0.00	0.00	0.27	0.52	19.22	0.00	0.01	4.37	8.46
11 Rubber products industries	0.01	0.26	0.16	0.41	0.57	0.00	0.09	0.09	0.23	14.21	0.12	1.54	1.47	3.69
12 Plastic products industries	0.03	0.32	0.11	0.28	0.39	0.01	0.13	0.06	0.16	8.47	0.21	2.12	1.03	2.57
13 Leather and allied products industries	0.00	0.27	0.16	0.40	0.46	0.00	0.11	0.09	0.22	16.80	0.01	1.92	1.44	3.63
14 Primary textile industries	0.01	0.31	0.14	0.34	0.43	0.00	0.13	0.08	0.19	7.22	0.05	2.15	1.28	3.10
15 Textile products industries	0.01	0.27	0.14	0.35	0.44	0.00	0.11	0.08	0.19	13.28	0.12	2.15	1.25	3.15
16 Clothing industries	0.05	0.28	0.15	0.38	0.44	0.02	0.12	0.08	0.21	19.68	0.87	2.83	1.36	3.42
17 Wood industries	0.06	1.09	0.16	0.36	0.29	0.02	0.43	0.09	0.20	4.50	0.29	5.36	1.44	3.31
18 Furniture and fixture industries	0.00	0.52	0.16	0.39	0.44	0.00	0.20	0.09	0.22	12.37	0.03	3.41	1.44	3.58
19 Paper and allied products industries	0.04	0.88	0.14	0.30	0.31	0.01	0.33	0.08	0.17	3.40	0.15	4.17	1.28	2.76
20 Printing, publishing and allied industries	0.06	0.47	0.18	0.45	0.56	0.03	0.19	0.10	0.25	12.55	0.81	3.06	1.64	4.08
21 Primary metal industries	0.02	0.53	0.11	0.22	0.29	0.00	0.19	0.06	0.13	3.00	0.06	2.51	0.98	2.05
22 Fabricated metal products industries	0.06	0.32	0.12	0.31	0.43	0.02	0.13	0.07	0.17	7.76	0.47	2.29	1.14	2.84
23 Machinery ind. (except electrical mach)	0.02	0.27	0.14	0.33	0.48	0.01	0.11	0.08	0.19	7.00	0.15	1.93	1.29	3.04
24 Transportation equipment industries	0.03	0.33	0.11	0.29	0.37	0.01	0.14	0.06	0.16	6.91	0.31	2.59	1.04	2.60
25 Electrical and electronic products industries	0.03	0.26	0.11	0.26	0.44	0.02	0.11	0.06	0.15	6.62	0.24	1.91	0.96	2.40
26 Non-metallic mineral products industries	0.12	0.59	0.13	0.31	0.40	0.06	0.26	0.07	0.17	6.00	0.38	3.56	1.18	2.85
27 Refined petroleum and coal products ind.	0.07	0.60	0.05	0.12	0.03	0.00	0.30	0.03	0.07	0.52	0.05	2.90	0.50	1.12
28 Chemical and chemical products industries	0.03	0.43	0.11	0.24	0.40	0.01	0.20	0.06	0.13	3.80	0.09	2.45	0.98	2.16
29 Other manufacturing industries	0.02	0.30	0.16	0.40	0.51	0.01	0.12	0.09	0.22	13.94	0.21	2.25	1.46	3.65
30 Construction industries	0.00	0.52	0.17	0.43	0.39	0.00	0.23	0.10	0.24	9.38	0.05	4.00	1.56	3.87
31 Transportation industries	0.16	0.63	0.18	0.43	0.45	0.07	0.26	0.10	0.24	7.45	1.14	4.82	1.65	3.90
32 Pipeline transport industries	0.00	0.24	0.09	0.18	0.77	0.00	0.10	0.05	0.10	2.30	0.01	1.59	0.82	1.60
33 Storage and warehousing industries	0.01	0.41	0.21	0.48	0.61	0.01	0.18	0.12	0.27	10.45	0.17	2.99	1.89	4.33
34 Communication industries	0.03	0.33	0.15	0.35	0.67	0.02	0.14	0.08	0.19	7.66	0.27	2.61	1.34	3.16
35 Other utility industries	0.00	0.17	0.10	0.18	0.78	0.00	0.06	0.06	0.10	2.42	0.00	1.30	0.91	1.68

SN Induc: With Safety Net Scenario. New jobs are filled by people formerly receiving assistance. Displaced workers receive assistance.
NSN Induc: No Safety Net Scenario. People without jobs have zero income.

1996 BCIOM INDUSTRY MULTIPLIERS - MEDIUM AGGREGATION - 75% RECYCLING RATE

Industry	OUTPUT				GDPF/OUTPUT					EMPLOYMENT (PY/$M) 2000				
	Own Indir	Total Indir	SN Induc	NSN Induc		Own Indir	Total Indir	SN Induc	NSN Induc		Own Indir	Total Indir	SN Induc	NSN Induc
36 Wholesale trade industries	0.03	0.51	0.20	0.49	0.59	0.02	0.20	0.11	0.27	10.47	0.30	3.60	1.79	4.47
37 Retail trade industries	0.01	0.50	0.23	0.56	0.62	0.01	0.20	0.13	0.32	20.34	0.17	3.59	2.06	5.14
38 Finance & real estate industries	0.16	0.67	0.16	0.39	0.45	0.05	0.25	0.09	0.22	6.17	1.18	4.95	1.46	3.53
39 Insurance industries	0.02	0.87	0.20	0.46	0.31	0.00	0.36	0.11	0.26	5.79	0.09	6.80	1.80	4.23
40 Owner occupied dwellings	0.00	0.12	0.20	0.25	0.78	0.00	0.06	0.11	0.14	0.00	0.00	1.13	1.81	2.28
41 Business service industries	0.09	0.48	0.23	0.57	0.63	0.06	0.19	0.13	0.32	13.79	1.27	3.53	2.08	5.16
42 Educational service industries	0.00	0.56	0.28	0.62	0.59	0.00	0.22	0.15	0.34	12.07	0.01	3.79	2.51	5.62
43 Health and social service industries	0.00	0.28	0.25	0.62	0.79	0.00	0.12	0.14	0.34	16.54	0.01	2.05	2.24	5.62
44 Accommodation and food services ind.	0.00	0.42	0.18	0.45	0.53	0.00	0.17	0.10	0.25	18.05	0.07	3.01	1.64	4.12
45 Amusement and recreational service ind.	0.09	0.63	0.18	0.43	0.48	0.03	0.23	0.10	0.24	12.39	0.48	4.48	1.59	3.95
46 Personal & household service industries	0.01	0.28	0.23	0.58	0.70	0.00	0.11	0.13	0.33	29.05	0.15	2.10	2.11	5.32
47 Other service industries	0.02	0.51	0.20	0.48	0.61	0.01	0.19	0.11	0.27	14.28	0.22	3.51	1.78	4.40
48 Operating, office, cafeteria and lab. supplies	0.01	0.41	0.05	0.12	0.00	0.00	0.20	0.03	0.07	0.00	0.00	3.81	0.43	1.07
49 Travel & entert., advertising & promotion	0.03	0.98	0.11	0.28	0.00	0.00	0.47	0.06	0.15	0.00	0.00	9.98	1.03	2.53
50 Transportation margins	0.00	1.45	0.15	0.35	0.00	0.00	0.60	0.08	0.20	0.00	0.00	10.14	1.36	3.21
51 N.B. - P Non-profit org. excl. education	0.00	0.49	0.24	0.59	0.60	0.00	0.20	0.13	0.33	14.62	0.01	3.20	2.15	5.38
52 N.B. - P Educational institutions	0.00	0.25	0.30	0.66	0.75	0.00	0.10	0.17	0.37	14.51	0.00	1.78	2.70	5.97
53 N.B. - G Hospitals and res. care facilities	0.00	0.24	0.27	0.61	0.76	0.00	0.10	0.15	0.34	13.71	0.01	2.03	2.46	5.56
54 N.B. - G Education	0.01	0.24	0.29	0.63	0.79	0.01	0.10	0.16	0.35	13.84	0.14	1.78	2.63	5.77
55 N.B. - G Defence services	0.00	0.37	0.17	0.40	0.50	0.00	0.14	0.09	0.22	8.06	0.00	2.73	1.51	3.60
56 N.B. - G Other municipal govt.	0.03	0.43	0.19	0.46	0.66	0.02	0.20	0.11	0.26	9.00	0.24	3.66	1.75	4.19
57 N.B. - G Other provincial & territorial govt.	0.01	0.81	0.21	0.50	0.35	0.00	0.45	0.12	0.28	4.96	0.04	8.88	1.94	4.53
58 N.B. - G Other federal govt.	0.00	0.37	0.22	0.52	0.69	0.00	0.16	0.12	0.29	10.73	0.04	3.06	2.04	4.75

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1996 BCIOM INDUSTRY MULTIPLIERS - LARGE AGGREGATION - 75% RECYCLING RATE

	OUTPUT				GDPF/OUTPUT					EMPLOYMENT (PY/$M) 2000				
	Own	Total	SN	NSN		Own	Total	SN	NSN		Own	Total	SN	NSN
Industry	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc
1 Livestock farms	0.08	1.05	0.13	0.34	0.22	0.02	0.42	0.08	0.19	4.86	0.39	8.20	1.23	3.06
2 Field crop farms	0.02	0.52	0.14	0.36	0.50	0.01	0.22	0.08	0.20	10.40	0.17	4.06	1.31	3.26
3 Service industries incidental to agriculture	0.00	0.50	0.24	0.61	0.57	0.00	0.20	0.14	0.34	17.61	0.00	4.03	2.22	5.58
4 Fishing and trapping industries	0.06	0.53	0.13	0.32	0.49	0.03	0.21	0.07	0.18	6.73	0.41	3.62	1.17	2.92
5 Logging industry	0.20	0.75	0.16	0.33	0.47	0.10	0.25	0.09	0.18	3.92	0.80	3.88	1.45	3.00
6 Forestry services industry	0.00	0.41	0.21	0.53	0.63	0.00	0.13	0.12	0.30	13.20	0.00	2.60	1.94	4.86
7 Gold mines	0.00	0.25	0.07	0.14	0.76	0.00	0.10	0.04	0.08	1.40	0.00	1.66	0.66	1.27
8 Other metal mines	0.00	0.56	0.19	0.36	0.41	0.00	0.24	0.11	0.20	4.05	0.01	3.40	1.73	3.25
9 Iron mines	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
10 Asbestos mines	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
11 Potash mines	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
12 Salt mines	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
13 Other non-metal mines (except coal)	0.00	0.51	0.22	0.48	0.47	0.00	0.22	0.12	0.27	7.85	0.00	3.73	2.03	4.33
14 Coal mines	0.00	0.34	0.13	0.25	0.53	0.00	0.15	0.07	0.14	2.97	0.00	2.22	1.20	2.27
15 Crude petroleum and natural gas industries	0.00	0.36	0.07	0.15	0.70	0.00	0.16	0.04	0.08	0.80	0.00	2.95	0.64	1.34
16 Quarry and sand pit industries	0.00	0.36	0.16	0.36	0.58	0.00	0.16	0.09	0.20	6.67	0.01	2.38	1.46	3.26
17 Services ind. incidental to mineral extraction	0.00	0.43	0.23	0.46	0.62	0.00	0.14	0.13	0.26	7.89	0.00	2.41	2.09	4.18
18 Meat and meat products ind. (except poultry)	0.09	0.62	0.10	0.25	0.26	0.02	0.20	0.06	0.14	5.57	0.48	3.79	0.92	2.29
19 Poultry products industry	0.12	1.26	0.14	0.34	0.20	0.02	0.40	0.08	0.19	4.74	0.58	8.00	1.24	3.09
20 Fish products industry	0.01	0.76	0.12	0.30	0.33	0.00	0.33	0.07	0.17	6.58	0.08	5.22	1.11	2.77
21 Fruit and vegetable industries	0.03	0.49	0.10	0.26	0.33	0.01	0.18	0.06	0.14	7.09	0.18	3.28	0.95	2.37
22 Dairy products industries	0.00	1.53	0.15	0.37	0.17	0.00	0.48	0.08	0.21	3.26	0.01	9.59	1.35	3.37
23 Cereal grain flour, flour mixes, & cereal food ind	0.00	0.55	0.12	0.29	0.24	0.00	0.21	0.07	0.16	6.09	0.01	3.67	1.06	2.63
24 Feed industry	0.02	0.39	0.06	0.16	0.17	0.00	0.15	0.04	0.09	2.47	0.06	2.76	0.58	1.43
25 Vegetable oil mills (except corn oil)	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
26 Biscuit industry	0.00	0.30	0.28	0.70	0.63	0.00	0.11	0.16	0.39	26.91	0.00	2.06	2.54	6.40
27 Bread and other bakery products industry	0.00	0.27	0.15	0.37	0.62	0.00	0.11	0.08	0.21	13.10	0.00	1.81	1.34	3.36
28 Cane and beet sugar industry	0.00	0.18	0.08	0.20	0.38	0.00	0.07	0.04	0.11	5.56	0.00	1.12	0.73	1.81
29 Chewing gum, sugar and chocolate confect. ind.	0.00	0.39	0.12	0.29	0.48	0.00	0.14	0.06	0.16	7.43	0.00	2.37	1.05	2.64
30 Tea and coffee industry	0.00	0.28	0.06	0.15	0.29	0.00	0.11	0.03	0.08	3.16	0.00	2.11	0.54	1.35
31 Other miscellaneous food products industries	0.00	0.49	0.11	0.27	0.38	0.00	0.18	0.06	0.15	6.65	0.03	3.17	0.98	2.45
32 Soft drink industry	0.24	0.85	0.13	0.33	0.18	0.04	0.28	0.07	0.18	4.89	1.17	5.38	1.20	3.00
33 Distillery products industry	0.00	0.36	0.22	0.54	0.24	0.00	0.15	0.12	0.30	11.93	0.04	2.73	2.04	4.90
34 Brewery products industry	0.00	0.57	0.11	0.26	0.41	0.00	0.21	0.06	0.14	3.83	0.00	3.73	0.96	2.36
35 Wine industry	0.05	0.49	0.10	0.24	0.46	0.02	0.20	0.05	0.13	5.56	0.28	3.37	0.87	2.17

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1996 BCIOM INDUSTRY MULTIPLIERS - LARGE AGGREGATION - 75% RECYCLING RATE

	OUTPUT				GDPF/OUTPUT					EMPLOYMENT (PY/$M) 2000				
	Own	Total	SN	NSN		Own	Total	SN	NSN		Own	Total	SN	NSN
Industry	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc
36 Leaf tobacco industry	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
37 Tobacco products industry	0.00	0.00	0.48	0.93	1.00	0.00	0.00	0.27	0.52	19.22	0.00	0.01	4.37	8.46
38 Tire and tube industry	0.00	0.00	0.37	0.93	1.00	0.00	0.00	0.21	0.52	33.17	0.00	0.01	3.36	8.46
39 Rubber hose and belting industry	0.00	0.23	0.20	0.49	0.70	0.00	0.08	0.11	0.28	17.10	0.00	1.30	1.79	4.50
40 Other rubber products industries	0.01	0.27	0.15	0.38	0.55	0.00	0.10	0.09	0.21	13.46	0.12	1.60	1.39	3.50
41 Natural fibres processing and felt products ind.	0.00	0.16	0.10	0.24	0.62	0.00	0.06	0.05	0.14	9.69	0.00	1.24	0.89	2.23
42 Foamed and expanded plastic products industry	0.01	0.45	0.10	0.25	0.34	0.00	0.18	0.06	0.14	6.53	0.06	2.46	0.92	2.30
43 Plastic pipe and pipe fittings industry	0.00	0.32	0.08	0.20	0.22	0.00	0.13	0.05	0.11	3.95	0.00	2.10	0.74	1.84
44 Plastic film and sheeting industry	0.01	0.23	0.08	0.20	0.31	0.00	0.09	0.04	0.11	5.34	0.04	1.59	0.72	1.81
45 Plastic bag industry	0.00	0.25	0.10	0.26	0.36	0.00	0.10	0.06	0.14	8.27	0.01	1.62	0.93	2.33
46 Other plastic products industries n.e.c.	0.01	0.32	0.13	0.31	0.44	0.01	0.13	0.07	0.17	9.96	0.13	2.18	1.14	2.86
47 Leather tanneries	0.00	0.34	0.13	0.32	0.24	0.00	0.16	0.07	0.18	11.72	0.00	2.34	1.15	2.87
48 Footwear industry	0.00	0.22	0.17	0.43	0.57	0.00	0.08	0.09	0.24	16.84	0.00	1.53	1.54	3.88
49 Miscellaneous leather and allied products ind.	0.00	0.29	0.16	0.39	0.44	0.00	0.11	0.09	0.22	16.28	0.00	2.03	1.42	3.57
50 Man-made fibre and filament yarn industry	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
51 Other spun yarn and woven cloth industries	0.00	0.33	0.10	0.23	0.47	0.00	0.14	0.05	0.13	4.33	0.00	2.20	0.87	2.09
52 Wool yarn and woven cloth industry	0.01	0.30	0.18	0.42	0.40	0.00	0.13	0.10	0.24	9.44	0.09	2.12	1.60	3.86
53 Broad knitted fabric industry	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
54 Canvas and related products industry	0.00	0.26	0.13	0.32	0.45	0.00	0.11	0.07	0.18	12.01	0.00	2.10	1.17	2.95
55 Other textile products industries	0.00	0.27	0.14	0.36	0.44	0.00	0.12	0.08	0.20	14.04	0.07	2.19	1.31	3.27
56 Carpet, mat and rug industry	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
57 Men's and boys' clothing industries	0.00	0.19	0.15	0.38	0.55	0.00	0.08	0.09	0.21	19.90	0.02	1.51	1.39	3.49
58 Women's clothing industries	0.03	0.27	0.15	0.37	0.42	0.01	0.12	0.08	0.21	19.09	0.63	2.72	1.34	3.36
59 Children's clothing industry	0.00	0.44	0.15	0.37	0.42	0.00	0.19	0.08	0.21	22.14	0.01	5.34	1.35	3.39
60 Miscellaneous clothing and apparel industries	0.00	0.30	0.17	0.43	0.50	0.00	0.13	0.09	0.24	21.79	0.00	2.99	1.55	3.90
61 Hosiery industry	0.00	0.17	0.14	0.34	0.48	0.00	0.09	0.08	0.19	17.94	0.00	1.52	1.23	3.09
62 Sawmill, planing mill and shingle mill prod. ind.	0.04	1.12	0.16	0.36	0.29	0.01	0.45	0.09	0.20	3.99	0.14	5.37	1.43	3.24
63 Veneer and plywood industries	0.07	1.03	0.16	0.38	0.27	0.02	0.40	0.09	0.21	5.26	0.36	5.11	1.49	3.50
64 Prefab. wood. build., kitchen cabinet & vanity ind	0.02	0.71	0.17	0.42	0.39	0.01	0.28	0.10	0.24	10.42	0.23	4.69	1.55	3.84
65 Wooden door, window and other millwork ind.	0.03	1.03	0.18	0.43	0.21	0.01	0.39	0.10	0.24	8.55	0.24	6.09	1.61	3.93
66 Wooden box and pallet industry	0.00	1.02	0.18	0.43	0.25	0.00	0.41	0.10	0.24	7.35	0.00	7.07	1.61	3.96
67 Coffin and casket industry	0.00	0.66	0.21	0.53	0.48	0.00	0.29	0.12	0.29	20.82	0.00	5.89	1.92	4.80
68 Particle and wafer board industries	0.00	0.61	0.12	0.28	0.42	0.00	0.24	0.06	0.16	6.44	0.02	3.29	1.05	2.54
69 Wood preservation & other wood ind. n.e.c	0.00	1.09	0.18	0.43	0.20	0.00	0.43	0.10	0.24	8.04	0.02	6.32	1.62	3.90
70 Household furniture industries	0.00	0.59	0.15	0.38	0.42	0.00	0.23	0.09	0.21	12.51	0.01	3.77	1.39	3.45

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NSN Induc: No Safety Net Scenario. People without jobs have zero income.

1996 BCIOM INDUSTRY MULTIPLIERS - LARGE AGGREGATION - 75% RECYCLING RATE

Industry	OUTPUT				GDPF/OUTPUT					EMPLOYMENT (PY/$M) 2000				
	Own Indir	Total Indir	SN Induc	NSN Induc		Own Indir	Total Indir	SN Induc	NSN Induc		Own Indir	Total Indir	SN Induc	NSN Induc
					Direct					Direct				
71 Office furniture industries	0.00	0.39	0.20	0.49	0.48	0.00	0.16	0.11	0.28	15.01	0.00	2.62	1.79	4.49
72 Other furniture and fixture industries	0.00	0.42	0.16	0.40	0.45	0.00	0.17	0.09	0.22	11.56	0.02	2.89	1.45	3.63
73 Pulp industry	0.00	1.05	0.16	0.33	0.24	0.00	0.39	0.09	0.19	3.27	0.01	4.90	1.44	3.05
74 Newsprint industry	0.00	0.76	0.13	0.26	0.37	0.00	0.29	0.07	0.15	2.82	0.01	3.60	1.15	2.41
75 Paperboard, building board and oth. paper ind.	0.00	0.68	0.12	0.28	0.37	0.00	0.25	0.07	0.16	4.53	0.02	3.31	1.07	2.58
76 Asphalt roofing industry	0.00	0.31	0.09	0.23	0.34	0.00	0.11	0.05	0.13	7.47	0.01	1.63	0.84	2.09
77 Paper box and bag industries	0.03	0.66	0.13	0.32	0.35	0.01	0.24	0.07	0.18	5.34	0.19	3.44	1.18	2.88
78 Other converted paper products industries	0.01	0.54	0.11	0.27	0.34	0.00	0.21	0.06	0.15	4.65	0.03	2.93	1.00	2.45
79 Commercial printing industries	0.02	0.49	0.16	0.40	0.48	0.01	0.20	0.09	0.22	10.51	0.23	2.97	1.47	3.63
80 Publishing industries	0.00	0.38	0.19	0.47	0.60	0.00	0.17	0.10	0.26	14.93	0.03	3.68	1.70	4.27
81 Combined publishing and printing industries	0.00	0.51	0.20	0.51	0.64	0.00	0.19	0.11	0.28	13.34	0.03	2.96	1.86	4.61
82 Platemaking, typesetting and bindery industry	0.01	0.26	0.19	0.47	0.62	0.00	0.12	0.11	0.26	17.76	0.13	2.26	1.72	4.32
83 Ferro-alloys industry and steel foundries	0.00	0.30	0.16	0.40	0.66	0.00	0.13	0.09	0.23	11.69	0.00	2.24	1.47	3.68
84 Other primary steel industries	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
85 Steel pipe and tube industry	0.00	0.24	0.09	0.22	0.15	0.00	0.11	0.05	0.12	5.17	0.00	1.81	0.81	2.03
86 Iron foundries	0.00	0.26	0.11	0.28	0.37	0.00	0.13	0.06	0.15	6.15	0.03	1.97	1.01	2.52
87 Non-ferrous metal smelting and refining ind.	0.00	0.56	0.11	0.22	0.27	0.00	0.19	0.06	0.12	2.55	0.01	2.56	0.97	1.98
88 Aluminum rolling, casting and extruding ind.	0.08	0.43	0.10	0.24	0.29	0.02	0.15	0.06	0.13	5.55	0.44	2.12	0.90	2.20
89 Copper and copper alloy roll., cast. and extr. ind	0.00	0.08	0.13	0.34	0.81	0.00	0.03	0.07	0.19	11.28	0.00	0.64	1.22	3.07
90 Oth. roll., cast & extr. non ferrous met. prod. in	0.01	0.50	0.13	0.28	0.42	0.00	0.19	0.07	0.16	4.70	0.03	2.58	1.16	2.59
91 Power boiler and heat exchanger industry	0.00	0.30	0.21	0.54	0.37	0.00	0.13	0.12	0.30	15.89	0.02	2.29	1.94	4.89
92 Pre-engineered metal build. ind. (excl. portable)	0.00	0.29	0.09	0.22	0.61	0.00	0.12	0.05	0.12	5.05	0.01	2.33	0.80	2.02
93 Fabricated structural metal products ind. n.e.c.	0.03	0.29	0.13	0.34	0.46	0.01	0.13	0.07	0.19	7.84	0.21	2.17	1.22	3.05
94 Ornamental and architectural metal prod. ind.	0.01	0.35	0.13	0.32	0.34	0.00	0.14	0.07	0.18	9.25	0.12	2.46	1.15	2.87
95 Stamped, pressed and coated metal prod. ind.	0.00	0.26	0.10	0.25	0.38	0.00	0.10	0.06	0.14	6.15	0.02	1.73	0.92	2.29
96 Wire and wire products industries	0.05	0.38	0.11	0.26	0.33	0.02	0.15	0.06	0.15	5.63	0.29	2.45	0.97	2.40
97 Hardware, tool and cutlery industries	0.00	0.24	0.12	0.30	0.61	0.00	0.10	0.07	0.17	8.47	0.01	1.66	1.10	2.75
98 Heating equipment industry	0.02	0.38	0.13	0.34	0.37	0.01	0.16	0.07	0.19	8.84	0.14	3.05	1.22	3.07
99 Machine shop industry	0.01	0.28	0.17	0.42	0.56	0.00	0.12	0.09	0.24	11.22	0.10	1.98	1.54	3.86
100 Other metal fabricating industries	0.15	0.47	0.13	0.32	0.35	0.05	0.19	0.07	0.18	7.15	1.07	3.51	1.17	2.95
101 Agricultural implement industry	0.01	0.26	0.11	0.29	0.53	0.00	0.12	0.06	0.16	9.81	0.06	2.20	1.04	2.62
102 Commercial refrig. and air cond. equip. ind.	0.01	0.23	0.12	0.29	0.52	0.01	0.09	0.06	0.16	7.11	0.07	1.57	1.06	2.66
103 Compressor, pump, turbine & other equip. ind.	0.01	0.31	0.13	0.31	0.41	0.00	0.12	0.07	0.17	8.05	0.06	2.23	1.20	2.81
104 Construction, mining & handling machinery ind.	0.02	0.28	0.15	0.34	0.43	0.01	0.12	0.08	0.19	7.10	0.12	2.00	1.34	3.14
105 Sawmill, woodwork., & other M&E ind. n.e.c.	0.02	0.26	0.15	0.34	0.53	0.01	0.11	0.08	0.19	7.12	0.12	1.85	1.32	3.09

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1996 BCIOM INDUSTRY MULTIPLIERS - LARGE AGGREGATION - 75% RECYCLING RATE

Industry	OUTPUT				GDPF/OUTPUT					EMPLOYMENT (PY/$M) 2000				
	Own Indir	Total Indir	SN Induc	NSN Induc	Direct	Own Indir	Total Indir	SN Induc	NSN Induc	Direct	Own Indir	Total Indir	SN Induc	NSN Induc
106 Aircraft and aircraft parts industry	0.00	0.18	0.11	0.27	0.50	0.00	0.07	0.06	0.15	6.49	0.03	1.16	0.99	2.47
107 Motor vehicle industry	0.00	0.35	0.08	0.20	0.21	0.00	0.17	0.04	0.11	2.46	0.00	3.35	0.72	1.79
108 Truck and bus body and trailer industries	0.03	0.42	0.15	0.36	0.38	0.01	0.17	0.08	0.20	9.57	0.30	3.00	1.32	3.31
109 Motor vehicle engine and engine parts industry	0.00	0.41	0.21	0.52	0.20	0.00	0.21	0.12	0.29	15.93	0.00	4.23	1.90	4.77
110 Motor vehicle wiring assemblies industry	0.00	0.26	0.11	0.29	0.14	0.00	0.12	0.06	0.16	8.75	0.00	2.16	1.04	2.60
111 Motor vehicle stampings industry	0.00	0.15	0.08	0.20	0.37	0.00	0.06	0.05	0.11	6.82	0.00	1.12	0.74	1.86
112 Motor vehicle steering and suspension parts ind.	0.00	0.18	0.12	0.29	0.47	0.00	0.08	0.06	0.16	9.88	0.00	1.58	1.06	2.66
113 Motor vehicle wheel and brake industry	0.00	0.50	0.10	0.24	0.50	0.00	0.18	0.06	0.13	6.01	0.00	2.65	0.91	2.19
114 Plastic parts and access. for motor vehicles ind.	0.00	0.18	0.14	0.35	0.58	0.00	0.08	0.08	0.19	12.40	0.00	1.30	1.26	3.17
115 Motor vehicle fabric accessories industry	0.00	0.32	0.17	0.43	0.40	0.00	0.14	0.10	0.24	13.89	0.01	2.83	1.56	3.92
116 Other motor veh. access., parts & assemb. ind.	0.01	0.23	0.11	0.29	0.50	0.01	0.10	0.06	0.16	9.57	0.13	1.84	1.04	2.62
117 Railroad rolling stock industry	0.00	0.25	0.07	0.19	0.43	0.00	0.11	0.04	0.10	5.20	0.01	1.93	0.68	1.70
118 Shipbuilding and repair industry	0.00	0.24	0.19	0.47	0.49	0.00	0.10	0.10	0.26	13.02	0.00	1.74	1.71	4.30
119 Boatbuilding and repair industry	0.00	0.35	0.15	0.39	0.47	0.00	0.14	0.09	0.22	12.77	0.01	2.47	1.40	3.51
120 Other transportation equipment industries	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
121 Small electrical appliance industry	0.00	0.29	0.14	0.35	0.55	0.00	0.11	0.08	0.19	10.25	0.00	2.11	1.26	3.16
122 Major appliance ind. (electric and non-electric)	0.00	0.00	0.39	0.93	1.00	0.00	0.00	0.22	0.52	24.34	0.00	0.00	3.54	8.46
123 Electric lighting industries	0.00	0.32	0.14	0.34	0.55	0.00	0.13	0.06	0.19	11.13	0.05	2.56	1.25	3.13
124 Record player, radio and television receiver ind.	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
125 Telecommunication equipment industry	0.01	0.24	0.09	0.21	0.59	0.00	0.09	0.05	0.12	5.36	0.04	1.81	0.78	1.95
126 Electronic parts and components industry	0.09	0.23	0.10	0.26	0.61	0.06	0.11	0.06	0.14	6.93	0.62	1.68	0.93	2.33
127 Other communication and electronic equip. ind.	0.01	0.25	0.10	0.25	0.48	0.00	0.10	0.06	0.14	6.59	0.06	1.73	0.90	2.25
128 Electronic computing and peripheral equip. ind.	0.01	0.25	0.10	0.26	0.32	0.00	0.10	0.06	0.14	6.05	0.04	1.84	0.93	2.33
129 Electronic & other office, store & bus. mach. ind.	0.08	0.63	0.21	0.51	0.15	0.01	0.22	0.11	0.29	10.82	0.90	5.01	1.87	4.67
130 Electrical transformer industry	0.00	0.19	0.13	0.33	0.83	0.00	0.08	0.07	0.19	8.06	0.00	1.47	1.20	3.03
131 Switchgear, protect. & other electr. ind. equip. I	0.03	0.29	0.12	0.30	0.38	0.01	0.13	0.07	0.17	6.45	0.17	2.26	1.10	2.76
132 Communications and energy wire and cable ind.	0.00	0.24	0.05	0.14	0.33	0.00	0.10	0.03	0.08	2.41	0.00	1.70	0.50	1.24
133 Battery industry	0.00	0.54	0.34	0.84	0.29	0.00	0.21	0.19	0.47	24.43	0.00	3.43	3.05	7.64
134 Miscellaneous electrical products industries	0.01	0.27	0.30	0.74	0.48	0.01	0.13	0.16	0.41	22.40	0.28	2.19	2.69	6.76
135 Clay products industries	0.00	0.37	0.15	0.38	0.58	0.00	0.17	0.09	0.21	20.50	0.02	2.63	1.39	3.46
136 Hydraulic cement industry	0.00	0.43	0.09	0.20	0.53	0.00	0.19	0.05	0.11	2.31	0.00	2.73	0.83	1.79
137 Concrete products industries	0.00	0.69	0.19	0.46	0.42	0.00	0.27	0.10	0.26	10.17	0.00	4.27	1.69	4.18
138 Ready-mix concrete industry	0.01	0.83	0.14	0.35	0.27	0.00	0.39	0.08	0.19	5.28	0.03	4.62	1.31	3.17
139 Glass and glass products industries	0.07	0.45	0.13	0.33	0.44	0.03	0.18	0.07	0.19	8.21	0.60	2.99	1.21	3.02
140 Abrasives industry	0.00	0.32	0.16	0.40	0.62	0.00	0.15	0.09	0.22	15.23	0.00	1.79	1.46	3.61

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	OUTPUT				GDPF/OUTPUT					EMPLOYMENT (PY/$M) 2000				
	Own	Total	SN	NSN		Own	Total	SN	NSN		Own	Total	SN	NSN
Industry	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc
141 Lime industry	0.00	0.45	0.11	0.26	0.55	0.00	0.21	0.06	0.15	5.47	0.01	2.58	0.99	2.41
142 Other non-metallic mineral products industries	0.00	0.40	0.10	0.25	0.41	0.00	0.16	0.06	0.14	6.00	0.00	2.54	0.92	2.27
143 Refined petroleum products industries	0.07	0.60	0.05	0.12	0.03	0.00	0.30	0.03	0.07	0.48	0.03	2.90	0.49	1.11
144 Other petroleum and coal products industries	0.01	0.37	0.11	0.27	0.42	0.00	0.15	0.06	0.15	5.15	0.03	2.25	1.02	2.45
145 Industrial inorganic chemical industries n.e.c.	0.01	0.43	0.12	0.22	0.53	0.00	0.23	0.07	0.12	2.41	0.02	2.41	1.06	2.02
146 Industrial organic chemical industries n.e.c.	0.00	0.69	0.15	0.28	0.26	0.00	0.44	0.08	0.15	2.94	0.00	2.69	1.35	2.51
147 Agricultural chemical industries	0.02	0.46	0.08	0.20	0.41	0.01	0.16	0.05	0.11	3.26	0.08	2.88	0.74	1.84
148 Plastic and synthetic resin industry	0.00	0.24	0.06	0.15	0.36	0.00	0.10	0.03	0.08	2.85	0.01	1.54	0.56	1.38
149 Pharmaceutical and medicine industry	0.01	0.36	0.12	0.30	0.17	0.00	0.13	0.07	0.16	6.01	0.05	2.52	1.07	2.69
150 Paint and varnish industry	0.00	0.31	0.09	0.22	0.39	0.00	0.12	0.05	0.12	4.63	0.02	1.92	0.80	2.00
151 Soap and cleaning compounds industry	0.00	0.51	0.12	0.30	0.26	0.00	0.44	0.08	0.15	7.30	0.00	3.02	1.10	2.72
152 Toilet preparations industry	0.00	0.55	0.18	0.44	0.41	0.01	0.16	0.05	0.11	12.13	0.02	3.55	1.60	4.01
153 Other chemical products industries	0.01	0.44	0.12	0.29	0.36	0.00	0.10	0.03	0.08	4.96	0.03	3.09	1.07	2.59
154 Indicating, recording and controlling instr. ind.	0.01	0.27	0.16	0.40	0.17	0.00	0.13	0.07	0.16	12.09	0.09	2.21	1.46	3.66
155 Other scientific and professional equipment ind.	0.00	0.27	0.18	0.46	0.39	0.00	0.12	0.05	0.12	14.34	0.01	1.94	1.65	4.15
156 Jewellery and precious metal industries	0.09	0.37	0.13	0.32	0.54	0.05	0.15	0.07	0.18	15.74	1.37	2.80	1.17	2.89
157 Sporting goods industry	0.03	0.31	0.11	0.28	0.41	0.01	0.13	0.06	0.15	9.56	0.32	2.21	1.01	2.52
158 Toys and games industry	0.00	0.39	0.15	0.39	0.45	0.00	0.15	0.09	0.21	13.44	0.01	2.93	1.40	3.50
159 Sign and display industry	0.00	0.34	0.18	0.44	0.53	0.00	0.15	0.10	0.25	15.46	0.02	2.76	1.61	4.03
160 Floor tile, linoleum and coated fabric industry	0.00	0.51	0.10	0.24	0.40	0.00	0.18	0.05	0.13	6.45	0.00	2.68	0.87	2.17
161 Musical instrument and sound recording industry	0.00	0.27	0.14	0.34	0.45	0.00	0.11	0.08	0.19	11.60	0.02	2.06	1.23	3.10
162 Miscellaneous manufactured products ind. n.e.c.	0.01	0.27	0.18	0.46	0.58	0.00	0.11	0.10	0.26	16.99	0.09	1.92	1.68	4.22
163 Repair construction	0.00	0.36	0.20	0.50	0.55	0.00	0.15	0.11	0.28	13.26	0.03	2.72	1.81	4.54
164 Residential construction	0.00	0.52	0.16	0.39	0.35	0.00	0.21	0.09	0.22	8.73	0.00	3.82	1.43	3.58
165 Non-residential building construction	0.00	0.52	0.18	0.44	0.40	0.00	0.24	0.10	0.25	9.63	0.00	4.32	1.61	4.03
166 Road, highway and airport runway construction	0.00	0.60	0.19	0.47	0.43	0.00	0.26	0.10	0.26	10.27	0.00	4.38	1.71	4.26
167 Gas and oil facility construction	0.00	0.71	0.17	0.41	0.25	0.00	0.35	0.10	0.23	6.40	0.00	5.55	1.59	3.74
168 Electric power, dams and irrigation construction	0.00	0.43	0.13	0.34	0.49	0.00	0.19	0.08	0.19	7.19	0.00	3.32	1.22	3.06
169 Railway, and telecommunication construction	0.00	0.48	0.13	0.33	0.31	0.00	0.21	0.07	0.18	6.51	0.00	3.62	1.19	2.97
170 Other engineering construction	0.00	0.67	0.19	0.45	0.38	0.00	0.32	0.10	0.25	8.31	0.00	5.51	1.69	4.12
171 Construction, other activities	0.00	0.35	0.15	0.37	0.65	0.00	0.12	0.08	0.20	9.70	0.01	2.18	1.33	3.34
172 Air transport and related service industries	0.06	0.64	0.17	0.41	0.39	0.02	0.27	0.10	0.23	6.33	0.39	5.17	1.57	3.70
173 Railway transport and related service industries	0.05	0.72	0.15	0.33	0.32	0.02	0.30	0.08	0.18	3.03	0.17	5.65	1.33	2.97
174 Water transport and related services industries	0.29	0.71	0.20	0.44	0.39	0.11	0.27	0.11	0.25	6.07	1.75	4.64	1.86	4.00
175 Truck transport industries	0.16	0.54	0.17	0.42	0.47	0.07	0.23	0.09	0.23	8.88	1.38	4.07	1.51	3.79

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Industry	OUTPUT Own Indir	OUTPUT Total Indir	OUTPUT SN Induc	OUTPUT NSN Induc	GDPF/OUTPUT Direct	GDPF/OUTPUT Own Indir	GDPF/OUTPUT Total Indir	GDPF/OUTPUT SN Induc	GDPF/OUTPUT NSN Induc	EMPLOYMENT (PY/$M) 2000 Direct	EMPLOYMENT (PY/$M) 2000 Own Indir	EMPLOYMENT (PY/$M) 2000 Total Indir	EMPLOYMENT (PY/$M) 2000 SN Induc	EMPLOYMENT (PY/$M) 2000 NSN Induc
176 Urban transit systems industry	0.06	0.53	0.54	1.36	2.65	0.15	0.37	0.30	0.76	31.86	1.77	5.98	4.95	12.39
177 Interurban and rural transit systems industry	0.00	0.47	0.18	0.45	0.55	0.00	0.21	0.10	0.25	8.90	0.03	3.73	1.63	4.07
178 Taxicab and other transportation industries	0.04	0.59	0.18	0.45	0.43	0.02	0.27	0.10	0.25	17.42	0.72	4.98	1.66	4.12
179 School and other bus operations industries	0.03	0.50	0.17	0.42	0.55	0.01	0.21	0.09	0.23	16.18	0.43	4.25	1.52	3.80
180 Other service ind. incidental to transportation	0.00	0.69	0.20	0.50	0.47	0.00	0.29	0.11	0.28	9.47	0.02	5.13	1.83	4.56
181 Natural gas pipeline transport industry	0.00	0.22	0.09	0.18	0.79	0.00	0.09	0.05	0.10	2.45	0.01	1.46	0.84	1.64
182 Crude oil and other pipeline transport industries	0.00	0.38	0.07	0.15	0.64	0.00	0.19	0.04	0.09	1.32	0.00	2.41	0.68	1.40
183 Grain elevator industry	0.00	0.46	0.23	0.48	0.60	0.00	0.20	0.13	0.27	7.96	0.00	3.35	2.10	4.37
184 Other storage and warehousing industries	0.01	0.37	0.19	0.47	0.63	0.00	0.16	0.10	0.26	12.50	0.08	2.69	1.71	4.29
185 Radio and television broadcasting industries	0.01	0.58	0.17	0.38	0.51	0.01	0.21	0.09	0.21	6.54	0.07	3.71	1.51	3.48
186 Cable television industry	0.02	0.39	0.09	0.20	0.58	0.01	0.19	0.05	0.11	2.42	0.05	3.25	0.79	1.84
187 Telecommunication carriers industries	0.01	0.26	0.13	0.29	0.71	0.01	0.11	0.07	0.16	5.70	0.08	2.01	1.17	2.68
188 Postal and courier service industries	0.02	0.42	0.23	0.57	0.66	0.02	0.19	0.13	0.32	16.90	0.42	3.82	2.05	5.15
189 Electric power systems industry	0.00	0.15	0.08	0.15	0.79	0.00	0.06	0.05	0.09	1.83	0.00	1.21	0.76	1.39
190 Gas distribution systems industry	0.00	0.09	0.14	0.23	0.84	0.00	0.03	0.08	0.13	3.06	0.00	0.61	1.26	2.08
191 Water systems and other utility industries n.e.c.	0.00	0.51	0.19	0.42	0.56	0.00	0.18	0.10	0.23	7.32	0.00	3.68	1.70	3.81
192 Wholesale trade industries	0.03	0.51	0.20	0.49	0.59	0.02	0.20	0.11	0.27	10.47	0.30	3.60	1.79	4.47
193 Retail trade industries	0.01	0.50	0.23	0.56	0.62	0.01	0.20	0.13	0.32	20.34	0.17	3.59	2.06	5.14
194 Central bank	0.00	0.38	0.18	0.43	0.62	0.00	0.15	0.10	0.24	8.95	0.00	2.99	1.64	3.95
195 Banks and other deposit accepting intermed.	0.01	0.34	0.14	0.33	0.69	0.01	0.13	0.08	0.18	6.58	0.06	2.41	1.25	3.00
196 Credit unions and caisses populaires	0.00	0.44	0.26	0.63	0.66	0.00	0.17	0.15	0.35	13.73	0.01	3.31	2.40	5.76
197 Other financial intermediary industries	0.32	1.22	0.27	0.65	0.17	0.05	0.41	0.15	0.36	8.91	2.83	9.15	2.45	5.89
198 Real estate operator industries	0.02	0.49	0.09	0.22	0.48	0.01	0.20	0.05	0.12	3.10	0.05	3.76	0.80	1.98
199 Insurance and real estate agent industries	0.00	0.81	0.19	0.47	0.41	0.00	0.30	0.11	0.26	7.75	0.03	5.67	1.74	4.25
200 Insurance industries	0.02	0.87	0.20	0.46	0.31	0.00	0.36	0.11	0.26	5.79	0.09	6.80	1.60	4.23
201 Owner occupied dwellings	0.00	0.12	0.20	0.25	0.78	0.00	0.06	0.11	0.14	0.00	0.00	1.13	1.81	2.28
202 Computer and related services	0.03	0.59	0.20	0.49	0.56	0.02	0.19	0.11	0.27	10.85	0.36	3.56	1.78	4.48
203 Accounting and legal services	0.03	0.44	0.27	0.66	0.66	0.02	0.20	0.15	0.37	14.69	0.40	3.67	2.43	6.01
204 Architectural, eng., & oth. scientific & tech. ser	0.08	0.49	0.23	0.57	0.63	0.05	0.18	0.13	0.32	12.04	0.98	3.42	2.12	5.16
205 Advertising services	0.01	0.75	0.17	0.42	0.44	0.00	0.29	0.09	0.24	10.33	0.09	5.25	1.55	3.86
206 Miscellaneous business service industries	0.03	0.40	0.22	0.55	0.69	0.02	0.17	0.12	0.31	16.64	0.54	3.13	2.01	5.04
207 Educational service industries	0.00	0.56	0.28	0.62	0.59	0.00	0.22	0.15	0.34	12.07	0.01	3.79	2.51	5.62
208 Other health and social service industries	0.00	0.37	0.32	0.79	0.96	0.00	0.14	0.18	0.44	21.53	0.00	2.44	2.88	7.24
209 Health practitioners & medical laboratories ind.	0.00	0.26	0.23	0.57	0.74	0.00	0.12	0.13	0.32	15.25	0.00	1.95	2.07	5.21
210 Accommodation service industries	0.00	0.38	0.18	0.46	0.60	0.00	0.16	0.10	0.26	14.17	0.04	2.97	1.67	4.19

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NSN Induc: No Safety Net Scenario. People without jobs have zero income.

1996 BCIOM INDUSTRY MULTIPLIERS - LARGE AGGREGATION - 75% RECYCLING RATE

	OUTPUT				GDPF/OUTPUT					EMPLOYMENT (PY/$M) 2000				
	Own	Total	SN	NSN		Own	Total	SN	NSN		Own	Total	SN	NSN
Industry	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc	Direct	Indir	Indir	Induc	Induc
211 Food and beverage service industries	0.00	0.45	0.18	0.45	0.50	0.00	0.17	0.10	0.25	20.20	0.03	3.04	1.63	4.09
212 Motion picture, audio and video prod. & distrib.	0.24	0.77	0.10	0.25	0.29	0.07	0.27	0.06	0.14	2.70	0.65	4.29	0.95	2.24
213 Motion picture exhibition	0.00	0.74	0.11	0.26	0.36	0.00	0.26	0.06	0.15	9.50	0.00	3.51	0.97	2.38
214 Other amusement and recreational service ind.	0.02	0.55	0.20	0.51	0.59	0.01	0.20	0.11	0.29	16.78	0.29	3.84	1.86	4.65
215 Lotteries, bingos, casinos, etc.	0.00	0.76	0.22	0.55	0.40	0.00	0.38	0.12	0.31	12.17	0.00	10.03	2.01	5.05
216 Laundries and cleaners	0.01	0.47	0.17	0.42	0.48	0.00	0.20	0.09	0.24	15.28	0.09	3.38	1.54	3.85
217 Other personal service industries	0.00	0.22	0.25	0.64	0.77	0.00	0.09	0.14	0.35	33.47	0.10	1.69	2.30	5.79
218 Photographers	0.00	0.59	0.18	0.44	0.46	0.00	0.22	0.10	0.25	14.05	0.01	3.88	1.61	4.03
219 Mach. & equip., auto. & truck rent. & leasing serv	0.01	0.46	0.14	0.35	0.63	0.01	0.18	0.08	0.20	8.77	0.08	3.68	1.28	3.20
220 Business and professional membership assoc.	0.00	0.48	0.28	0.63	0.65	0.00	0.17	0.16	0.35	12.88	0.00	3.19	2.59	5.77
221 Travel services	0.00	0.62	0.21	0.53	0.55	0.00	0.26	0.12	0.30	13.86	0.02	4.36	1.93	4.82
222 Other services n.e.c.	0.00	0.78	0.20	0.49	0.44	0.00	0.29	0.11	0.27	12.64	0.03	4.65	1.79	4.47
223 Oth. repair serv. & serv. to buildings & dwellings	0.00	0.27	0.25	0.62	0.77	0.00	0.09	0.14	0.34	25.55	0.05	1.69	2.23	5.62
224 Operating supplies	0.01	0.37	0.04	0.11	0.00	0.00	0.18	0.02	0.06	0.00	0.00	3.55	0.40	1.00
225 Office supplies	0.00	0.53	0.06	0.15	0.00	0.00	0.25	0.03	0.08	0.00	0.00	4.88	0.55	1.37
226 Cafeteria supplies	0.00	0.77	0.06	0.15	0.00	0.00	0.26	0.03	0.08	0.00	0.00	5.29	0.55	1.37
227 Laboratory supplies	0.00	0.33	0.03	0.08	0.00	0.00	0.16	0.02	0.04	0.00	0.00	2.40	0.30	0.72
228 Travel & entertainment	0.01	0.87	0.10	0.25	0.00	0.00	0.40	0.06	0.14	0.00	0.00	9.52	0.94	2.31
229 Advertising & promotion	0.02	1.16	0.13	0.31	0.00	0.00	0.58	0.07	0.18	0.00	0.00	10.66	1.17	2.86
230 Transportation margins	0.00	1.45	0.15	0.35	0.00	0.00	0.60	0.08	0.20	0.00	0.00	10.14	1.36	3.21
231 N.B. - P Religious organizations	0.00	0.40	0.25	0.62	0.65	0.00	0.17	0.14	0.34	16.84	0.00	2.97	2.24	5.62
232 N.B. - P Welfare organizations	0.00	0.38	0.26	0.66	0.71	0.00	0.15	0.15	0.37	16.69	0.00	2.38	2.40	6.03
233 N.B. - P Sports & recreation clubs	0.00	0.68	0.19	0.47	0.44	0.00	0.25	0.11	0.26	14.71	0.00	4.19	1.72	4.29
234 N.B. - P Educational institutions	0.00	0.25	0.30	0.66	0.75	0.00	0.10	0.17	0.37	14.51	0.00	1.76	2.70	5.97
235 N.B. - P Other organizations	0.00	0.55	0.23	0.57	0.57	0.00	0.22	0.13	0.32	12.80	0.00	3.47	2.07	5.19
236 N.B. - G Hospitals	0.00	0.24	0.27	0.60	0.76	0.00	0.10	0.15	0.34	12.99	0.01	1.99	2.47	5.48
237 N.B. - G Residential care facilities	0.00	0.30	0.26	0.66	0.78	0.00	0.12	0.15	0.37	17.61	0.00	2.21	2.38	5.99
238 N.B. - G University education	0.00	0.35	0.28	0.59	0.72	0.00	0.12	0.15	0.33	11.89	0.02	2.19	2.51	5.34
239 N.B. - G Other educational serv.	0.01	0.21	0.29	0.65	0.80	0.01	0.09	0.16	0.36	14.33	0.12	1.67	2.66	5.88
240 N.B. - G Defence services	0.00	0.37	0.17	0.40	0.50	0.00	0.14	0.09	0.22	8.06	0.00	2.73	1.51	3.60
241 N.B. - G Other municipal govt.	0.03	0.43	0.19	0.46	0.66	0.02	0.20	0.11	0.26	9.00	0.24	3.66	1.75	4.19
242 N.B. - G Other provincial & territorial govt.	0.01	0.81	0.21	0.50	0.35	0.00	0.45	0.12	0.28	4.96	0.04	8.88	1.94	4.53
243 N.B. - G Other federal govt.	0.00	0.37	0.22	0.52	0.69	0.00	0.16	0.12	0.29	10.73	0.04	3.06	2.04	4.75

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1996 BCIOM GOVERNMENT REVENUE MULTIPLIERS - SMALL AGGREGATION - 75% RECYCLING RATE

Industry	FEDERAL TAXES				PROVINCIAL TAXES				MUNICIPAL TAXES			
	SN Dir+Ind	NSN Dir+Ind	SN Induc	NSN Induc	SN Dir+Ind	NSN Dir+Ind	SN Induc	NSN Induc	SN Dir+Ind	NSN Dir+Ind	SN Induc	NSN Induc
1 Agricultural and related services industries	0.028	0.038	0.007	0.020	0.028	0.033	0.015	0.039	0.014	0.014	0.004	0.009
2 Fishing and trapping industries	0.036	0.047	0.006	0.017	0.034	0.039	0.013	0.034	0.005	0.005	0.003	0.008
3 Logging and forestry industries	0.041	0.052	0.007	0.018	0.041	0.047	0.016	0.036	0.007	0.007	0.004	0.008
4 Mining, quarrying and oil well industries	0.033	0.041	0.006	0.013	0.043	0.047	0.013	0.027	0.012	0.012	0.003	0.006
5 Manufacturing industries	0.032	0.043	0.006	0.016	0.033	0.039	0.014	0.033	0.007	0.007	0.003	0.008
6 Construction industries	0.038	0.053	0.008	0.022	0.064	0.072	0.017	0.045	0.011	0.011	0.004	0.011
7 Transportation and storage industries	0.032	0.047	0.008	0.022	0.043	0.050	0.018	0.043	0.014	0.014	0.004	0.010
8 Communication and other utility ind.	0.029	0.039	0.006	0.015	0.045	0.050	0.013	0.029	0.022	0.022	0.003	0.007
9 Wholesale trade industries	0.051	0.071	0.009	0.026	0.049	0.059	0.020	0.052	0.010	0.010	0.005	0.012
10 Retail trade industries	0.045	0.056	0.010	0.030	0.048	0.055	0.023	0.059	0.016	0.016	0.006	0.014
11 Finance, insurance and real estate ind.	0.031	0.041	0.008	0.018	0.073	0.078	0.018	0.036	0.056	0.056	0.004	0.009
12 Business service industries	0.049	0.070	0.010	0.030	0.042	0.053	0.023	0.060	0.007	0.007	0.006	0.014
13 Educational service industries	0.078	0.101	0.012	0.032	0.059	0.071	0.028	0.065	0.017	0.017	0.007	0.016
14 Health and social service industries	0.048	0.072	0.011	0.032	0.012	0.024	0.025	0.065	0.005	0.005	0.008	0.016
15 Accommodation and food services ind.	0.035	0.044	0.008	0.024	0.050	0.054	0.018	0.048	0.014	0.014	0.005	0.011
16 Other service industries	0.042	0.054	0.009	0.026	0.045	0.051	0.020	0.051	0.012	0.012	0.005	0.012
17 Operating, office, cafeteria and lab. supplies	0.014	0.018	0.002	0.006	0.042	0.044	0.005	0.012	0.002	0.002	0.001	0.003
18 Travel & entert., advertising & promotion	0.047	0.056	0.005	0.015	0.065	0.069	0.011	0.029	0.008	0.008	0.003	0.007
19 Transportation margins	0.040	0.053	0.007	0.019	0.059	0.065	0.015	0.037	0.013	0.013	0.004	0.009
20 Non-profit institutions serving households	0.063	0.086	0.011	0.032	0.051	0.063	0.025	0.063	0.010	0.010	0.006	0.015
21 Government sector	0.056	0.076	0.011	0.028	0.039	0.050	0.024	0.057	0.005	0.005	0.006	0.014

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1996 BCIOM GOVERNMENT REVENUE MULTIPLIERS - MEDIUM AGGREGATION - 75% RECYCLING RATE

	FEDERAL TAXES				PROVINCIAL TAXES				MUNICIPAL TAXES			
	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN
Industry	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc
1 Agricultural and related service industries	0.028	0.038	0.007	0.020	0.028	0.033	0.015	0.039	0.014	0.014	0.004	0.009
2 Fishing and trapping industries	0.036	0.047	0.006	0.017	0.034	0.039	0.013	0.034	0.005	0.005	0.003	0.008
3 Logging and forestry industries	0.041	0.052	0.007	0.018	0.041	0.047	0.016	0.036	0.007	0.007	0.004	0.008
4 Mining industries	0.038	0.046	0.006	0.014	0.054	0.059	0.015	0.029	0.017	0.017	0.004	0.007
5 Crude petroleum and natural gas industries	0.018	0.022	0.003	0.008	0.024	0.026	0.007	0.016	0.007	0.007	0.002	0.004
6 Quarry and sand pit industries	0.040	0.054	0.007	0.019	0.047	0.054	0.016	0.038	0.006	0.006	0.004	0.009
7 Services ind. incidental to mineral extraction	0.053	0.069	0.010	0.024	0.042	0.050	0.023	0.048	0.004	0.004	0.006	0.012
8 Food industries	0.022	0.031	0.005	0.015	0.021	0.025	0.011	0.030	0.006	0.006	0.003	0.007
9 Beverage industries	0.026	0.036	0.005	0.015	0.026	0.031	0.012	0.030	0.007	0.007	0.003	0.007
10 Tobacco products industry	0.111	0.141	0.022	0.049	0.058	0.073	0.049	0.098	0.000	0.000	0.012	0.023
11 Rubber products industries	0.031	0.042	0.007	0.021	0.024	0.030	0.016	0.043	0.003	0.003	0.004	0.010
12 Plastic products industries	0.022	0.030	0.005	0.015	0.020	0.024	0.011	0.030	0.004	0.004	0.003	0.007
13 Leather and allied products industries	0.027	0.035	0.007	0.021	0.022	0.026	0.016	0.042	0.005	0.005	0.004	0.010
14 Primary textile industries	0.031	0.045	0.006	0.018	0.025	0.032	0.014	0.036	0.003	0.003	0.004	0.009
15 Textile products industries	0.024	0.032	0.006	0.018	0.020	0.024	0.014	0.036	0.003	0.003	0.003	0.009
16 Clothing industries	0.021	0.025	0.007	0.020	0.016	0.018	0.015	0.039	0.003	0.003	0.004	0.009
17 Wood industries	0.037	0.051	0.007	0.019	0.038	0.045	0.016	0.038	0.007	0.007	0.004	0.009
18 Furniture and fixture industries	0.030	0.040	0.007	0.021	0.025	0.030	0.016	0.041	0.005	0.005	0.004	0.010
19 Paper and allied products industries	0.033	0.044	0.006	0.016	0.042	0.047	0.014	0.032	0.010	0.010	0.004	0.008
20 Printing, publishing and allied industries	0.036	0.050	0.008	0.024	0.029	0.036	0.018	0.047	0.005	0.005	0.005	0.011
21 Primary metal industries	0.025	0.033	0.005	0.012	0.028	0.032	0.011	0.024	0.006	0.006	0.003	0.006
22 Fabricated metal products industries	0.026	0.038	0.006	0.016	0.021	0.027	0.013	0.033	0.004	0.004	0.003	0.008
23 Machinery ind. (except electrical mach)	0.031	0.044	0.006	0.018	0.022	0.029	0.014	0.035	0.004	0.004	0.004	0.008
24 Transportation equipment industries	0.025	0.034	0.005	0.015	0.020	0.025	0.012	0.030	0.003	0.003	0.003	0.007
25 Electrical and electronic products industries	0.022	0.032	0.005	0.014	0.018	0.023	0.011	0.028	0.003	0.003	0.003	0.007
26 Non-metallic mineral products industries	0.029	0.040	0.006	0.016	0.034	0.040	0.013	0.033	0.007	0.007	0.003	0.008
27 Refined petroleum and coal products ind.	0.051	0.056	0.002	0.006	0.058	0.060	0.006	0.013	0.006	0.006	0.001	0.003
28 Chemical and chemical products industries	0.025	0.034	0.005	0.012	0.038	0.042	0.011	0.025	0.012	0.012	0.003	0.006
29 Other manufacturing industries	0.030	0.040	0.007	0.021	0.022	0.028	0.016	0.042	0.003	0.003	0.004	0.010
30 Construction industries	0.038	0.053	0.008	0.022	0.064	0.072	0.017	0.045	0.011	0.011	0.004	0.011
31 Transportation industries	0.033	0.049	0.008	0.022	0.042	0.050	0.018	0.045	0.012	0.012	0.005	0.011
32 Pipeline transport industries	0.022	0.028	0.004	0.009	0.043	0.046	0.009	0.019	0.023	0.023	0.002	0.004
33 Storage and warehousing industries	0.047	0.064	0.009	0.025	0.071	0.079	0.021	0.050	0.038	0.038	0.005	0.012
34 Communication industries	0.032	0.045	0.007	0.018	0.038	0.044	0.015	0.036	0.010	0.010	0.004	0.009
35 Other utility industries	0.025	0.031	0.004	0.010	0.055	0.058	0.010	0.019	0.038	0.038	0.003	0.005

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1996 BCIOM GOVERNMENT REVENUE MULTIPLIERS - LARGE AGGREGATION - 75% RECYCLING RATE

	FEDERAL TAXES				PROVINCIAL TAXES				MUNICIPAL TAXES			
	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN
Industry	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc
36 Wholesale trade industries	0.051	0.071	0.009	0.026	0.049	0.059	0.020	0.052	0.010	0.010	0.005	0.012
37 Retail trade industries	0.045	0.058	0.010	0.030	0.048	0.055	0.023	0.059	0.016	0.016	0.006	0.014
38 Finance & real estate industries	0.045	0.060	0.007	0.020	0.075	0.083	0.016	0.041	0.049	0.049	0.004	0.010
39 Insurance industries	0.061	0.079	0.009	0.024	0.102	0.111	0.020	0.049	0.065	0.065	0.005	0.012
40 Owner occupied dwellings	0.006	0.007	0.009	0.013	0.065	0.066	0.020	0.026	0.065	0.065	0.005	0.006
41 Business service industries	0.049	0.070	0.010	0.030	0.042	0.053	0.023	0.060	0.007	0.007	0.006	0.014
42 Educational service industries	0.078	0.101	0.012	0.032	0.059	0.071	0.028	0.065	0.017	0.017	0.007	0.016
43 Health and social service industries	0.048	0.072	0.011	0.032	0.012	0.024	0.025	0.065	0.005	0.005	0.006	0.016
44 Accommodation and food services ind.	0.035	0.044	0.008	0.024	0.050	0.054	0.018	0.048	0.014	0.014	0.005	0.011
45 Amusement and recreational service ind.	0.039	0.051	0.008	0.023	0.043	0.049	0.018	0.046	0.013	0.013	0.004	0.011
46 Personal & household service industries	0.039	0.048	0.010	0.031	0.040	0.044	0.024	0.061	0.009	0.009	0.006	0.015
47 Other service industries	0.045	0.059	0.009	0.025	0.048	0.055	0.020	0.051	0.013	0.013	0.005	0.012
48 Operating, office, cafeteria and lab. supplies	0.014	0.018	0.002	0.006	0.042	0.044	0.005	0.012	0.002	0.002	0.001	0.003
49 Travel & entert., advertising & promotion	0.047	0.056	0.005	0.015	0.065	0.069	0.011	0.029	0.008	0.008	0.003	0.007
50 Transportation margins	0.040	0.053	0.007	0.019	0.059	0.065	0.015	0.037	0.013	0.013	0.004	0.009
51 N.B. - P Non-profit org. excl. education	0.062	0.085	0.011	0.031	0.052	0.063	0.024	0.062	0.011	0.011	0.006	0.015
52 N.B. - P Educational institutions	0.069	0.094	0.013	0.034	0.047	0.059	0.030	0.069	0.007	0.007	0.007	0.016
53 N.B. - G Hospitals and res. care facilities	0.062	0.085	0.012	0.032	0.040	0.052	0.027	0.064	0.002	0.002	0.007	0.015
54 N.B. - G Education	0.068	0.092	0.013	0.033	0.040	0.052	0.029	0.067	0.002	0.002	0.007	0.016
55 N.B. - G Defence services	0.039	0.055	0.007	0.021	0.030	0.038	0.017	0.042	0.002	0.002	0.004	0.010
56 N.B. - G Other municipal govt.	0.050	0.068	0.009	0.024	0.036	0.046	0.019	0.048	0.003	0.003	0.005	0.012
57 N.B. - G Other provincial & territorial govt.	0.049	0.067	0.010	0.026	0.039	0.048	0.022	0.052	0.008	0.008	0.005	0.013
58 N.B. - G Other federal govt.	0.052	0.073	0.010	0.027	0.044	0.054	0.023	0.055	0.012	0.012	0.008	0.013

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1996 BCIOM GOVERNMENT REVENUE MULTIPLIERS - LARGE AGGREGATION - 75% RECYCLING RATE

	FEDERAL TAXES				PROVINCIAL TAXES				MUNICIPAL TAXES			
	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN
Industry	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc
1 Livestock farms	0.021	0.030	0.006	0.018	0.017	0.022	0.014	0.035	0.011	0.011	0.003	0.008
2 Field crop farms	0.029	0.038	0.006	0.019	0.033	0.038	0.015	0.038	0.017	0.017	0.004	0.009
3 Service industries incidental to agriculture	0.052	0.072	0.011	0.032	0.047	0.057	0.025	0.064	0.010	0.010	0.006	0.015
4 Fishing and trapping industries	0.036	0.047	0.006	0.017	0.034	0.039	0.013	0.034	0.005	0.005	0.003	0.008
5 Logging industry	0.040	0.051	0.007	0.017	0.041	0.047	0.016	0.035	0.007	0.007	0.004	0.008
6 Forestry services industry	0.048	0.069	0.010	0.028	0.046	0.057	0.022	0.056	0.007	0.007	0.005	0.013
7 Gold mines	0.019	0.024	0.003	0.007	0.021	0.023	0.007	0.015	0.003	0.003	0.002	0.004
8 Other metal mines	0.048	0.059	0.008	0.019	0.062	0.067	0.019	0.038	0.018	0.018	0.005	0.009
9 Iron mines	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
10 Asbestos mines	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
11 Potash mines	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
12 Salt mines	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
13 Other non-metal mines (except coal)	0.056	0.073	0.010	0.025	0.060	0.069	0.023	0.050	0.012	0.012	0.006	0.012
14 Coal mines	0.036	0.043	0.006	0.013	0.059	0.063	0.013	0.026	0.022	0.022	0.003	0.006
15 Crude petroleum and natural gas industries	0.018	0.022	0.003	0.008	0.024	0.026	0.007	0.016	0.007	0.007	0.002	0.004
16 Quarry and sand pit industries	0.040	0.054	0.007	0.019	0.047	0.054	0.016	0.038	0.008	0.008	0.004	0.009
17 Services ind. incidental to mineral extraction	0.053	0.069	0.010	0.024	0.042	0.050	0.023	0.048	0.004	0.004	0.006	0.012
18 Meat and meat products ind. (except poultry)	0.019	0.027	0.005	0.013	0.018	0.022	0.010	0.026	0.005	0.005	0.003	0.006
19 Poultry products industry	0.025	0.035	0.006	0.018	0.022	0.027	0.014	0.036	0.008	0.008	0.003	0.009
20 Fish products industry	0.027	0.036	0.005	0.016	0.025	0.030	0.012	0.032	0.005	0.005	0.003	0.008
21 Fruit and vegetable industries	0.021	0.028	0.005	0.014	0.022	0.025	0.011	0.027	0.005	0.005	0.003	0.007
22 Dairy products industries	0.026	0.038	0.007	0.019	0.022	0.029	0.015	0.039	0.011	0.011	0.004	0.009
23 Cereal grain flour, flour mixes, & cereal food ind	0.025	0.034	0.005	0.015	0.025	0.030	0.012	0.030	0.006	0.006	0.003	0.007
24 Feed industry	0.014	0.019	0.003	0.008	0.015	0.017	0.006	0.016	0.004	0.004	0.002	0.004
25 Vegetable oil mills (except corn oil)	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
26 Biscuit industry	0.047	0.065	0.013	0.037	0.038	0.047	0.028	0.074	0.015	0.015	0.007	0.018
27 Bread and other bakery products industry	0.028	0.037	0.007	0.019	0.022	0.027	0.015	0.039	0.003	0.003	0.004	0.009
28 Cane and beet sugar industry	0.017	0.023	0.004	0.010	0.016	0.020	0.008	0.021	0.003	0.003	0.002	0.005
29 Chewing gum, sugar and chocolate confect. ind.	0.024	0.033	0.005	0.015	0.020	0.025	0.012	0.030	0.003	0.003	0.003	0.007
30 Tea and coffee industry	0.013	0.017	0.003	0.008	0.013	0.015	0.006	0.016	0.002	0.002	0.001	0.004
31 Other miscellaneous food products industries	0.022	0.030	0.005	0.014	0.020	0.024	0.011	0.028	0.004	0.004	0.003	0.007
32 Soft drink industry	0.029	0.041	0.006	0.017	0.026	0.032	0.013	0.035	0.004	0.004	0.003	0.008
33 Distillery products industry	0.048	0.070	0.010	0.028	0.133	0.144	0.023	0.057	0.110	0.110	0.006	0.014
34 Brewery products industry	0.024	0.034	0.005	0.014	0.026	0.031	0.011	0.027	0.007	0.007	0.003	0.006
35 Wine industry	0.019	0.026	0.004	0.013	0.019	0.022	0.010	0.025	0.004	0.004	0.002	0.006

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	FEDERAL TAXES				PROVINCIAL TAXES				MUNICIPAL TAXES			
	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN
Industry	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc
36 Leaf tobacco industry	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
37 Tobacco products industry	0.111	0.141	0.022	0.049	0.058	0.073	0.049	0.098	0.000	0.000	0.012	0.023
38 Tire and tube industry	0.069	0.098	0.017	0.049	0.033	0.048	0.037	0.098	0.000	0.000	0.009	0.023
39 Rubber hose and belting industry	0.043	0.057	0.009	0.026	0.041	0.048	0.020	0.052	0.010	0.010	0.005	0.012
40 Other rubber products industries	0.030	0.040	0.007	0.020	0.024	0.029	0.015	0.040	0.003	0.003	0.004	0.010
41 Natural fibres processing and felt products ind.	0.015	0.020	0.004	0.013	0.014	0.016	0.010	0.026	0.007	0.007	0.002	0.006
42 Foamed and expanded plastic products industry	0.020	0.028	0.005	0.013	0.019	0.023	0.010	0.027	0.004	0.004	0.003	0.006
43 Plastic pipe and pipe fittings industry	0.018	0.026	0.004	0.011	0.020	0.024	0.008	0.021	0.005	0.005	0.002	0.005
44 Plastic film and sheeting industry	0.016	0.022	0.004	0.010	0.016	0.020	0.008	0.021	0.006	0.006	0.002	0.005
45 Plastic bag industry	0.020	0.027	0.005	0.013	0.019	0.022	0.010	0.027	0.003	0.003	0.003	0.006
46 Other plastic products industries n.e.c.	0.024	0.033	0.006	0.016	0.020	0.025	0.013	0.033	0.004	0.004	0.003	0.008
47 Leather tanneries	0.021	0.028	0.006	0.017	0.031	0.035	0.013	0.033	0.021	0.021	0.003	0.008
48 Footwear industry	0.028	0.036	0.008	0.022	0.024	0.028	0.017	0.045	0.008	0.008	0.004	0.011
49 Miscellaneous leather and allied products ind.	0.027	0.035	0.007	0.021	0.021	0.025	0.016	0.041	0.003	0.003	0.004	0.010
50 Man made fibre and filament yarn industry	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
51 Other spun yarn and woven cloth industries	0.021	0.030	0.004	0.012	0.019	0.024	0.010	0.024	0.003	0.003	0.002	0.006
52 Wool yarn and woven cloth industry	0.039	0.057	0.008	0.022	0.030	0.039	0.018	0.045	0.003	0.003	0.004	0.011
53 Broad knitted fabric industry	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
54 Canvas and related products industry	0.023	0.031	0.006	0.017	0.019	0.023	0.013	0.034	0.003	0.003	0.003	0.008
55 Other textile products industries	0.025	0.033	0.006	0.019	0.021	0.025	0.015	0.038	0.004	0.004	0.004	0.009
56 Carpet, mat and rug industry	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
57 Men's and boys' clothing industries	0.022	0.027	0.007	0.020	0.015	0.018	0.015	0.040	0.002	0.002	0.004	0.010
58 Women's clothing industries	0.021	0.025	0.007	0.019	0.016	0.018	0.015	0.039	0.003	0.003	0.004	0.009
59 Children's clothing industry	0.017	0.020	0.007	0.020	0.014	0.016	0.015	0.039	0.003	0.003	0.004	0.009
60 Miscellaneous clothing and apparel industries	0.023	0.028	0.008	0.022	0.015	0.018	0.017	0.045	0.003	0.003	0.004	0.011
61 Hosiery industry	0.008	0.013	0.006	0.018	0.001	0.003	0.014	0.036	0.010	0.010	0.003	0.009
62 Sawmill, planing mill and shingle mill prod. ind.	0.038	0.051	0.007	0.019	0.038	0.045	0.016	0.037	0.007	0.007	0.004	0.009
63 Veneer and plywood industries	0.038	0.053	0.007	0.020	0.039	0.047	0.017	0.040	0.007	0.007	0.004	0.010
64 Prefab. wood. build., kitchen cabinet & vanity ind	0.034	0.047	0.008	0.022	0.030	0.036	0.017	0.044	0.006	0.006	0.004	0.011
65 Wooden door, window and other millwork ind.	0.038	0.052	0.008	0.023	0.035	0.042	0.018	0.045	0.006	0.006	0.004	0.011
66 Wooden box and pallet industry	0.038	0.052	0.008	0.023	0.037	0.045	0.018	0.046	0.008	0.008	0.005	0.011
67 Coffin and casket industry	0.034	0.043	0.009	0.028	0.030	0.035	0.021	0.055	0.010	0.010	0.005	0.013
68 Particle and wafer board industries	0.024	0.033	0.005	0.015	0.027	0.032	0.012	0.029	0.006	0.006	0.003	0.008
69 Wood preservation & other wood ind. n.e.c	0.039	0.052	0.008	0.023	0.037	0.044	0.018	0.045	0.005	0.005	0.004	0.010
70 Household furniture industries	0.028	0.037	0.007	0.020	0.023	0.028	0.015	0.040	0.004	0.004	0.004	0.010

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	FEDERAL TAXES				PROVINCIAL TAXES				MUNICIPAL TAXES			
	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN
Industry	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc
71 Office furniture industries	0.039	0.054	0.009	0.026	0.031	0.039	0.020	0.052	0.008	0.008	0.005	0.012
72 Other furniture and fixture industries	0.032	0.044	0.007	0.021	0.027	0.033	0.016	0.042	0.005	0.005	0.004	0.010
73 Pulp industry	0.038	0.049	0.007	0.018	0.045	0.051	0.016	0.035	0.009	0.009	0.004	0.008
74 Newsprint industry	0.030	0.039	0.006	0.014	0.041	0.046	0.013	0.028	0.011	0.011	0.003	0.007
75 Paperboard, building board and oth. paper ind.	0.027	0.038	0.005	0.015	0.036	0.042	0.012	0.030	0.010	0.010	0.003	0.007
76 Asphalt roofing industry	0.018	0.024	0.004	0.012	0.017	0.020	0.009	0.024	0.004	0.004	0.002	0.006
77 Paper box and bag industries	0.029	0.042	0.006	0.017	0.028	0.035	0.013	0.033	0.006	0.006	0.003	0.008
78 Other converted paper products industries	0.025	0.036	0.005	0.014	0.024	0.029	0.011	0.028	0.005	0.005	0.003	0.007
79 Commercial printing industries	0.033	0.046	0.007	0.021	0.027	0.034	0.016	0.042	0.004	0.004	0.004	0.010
80 Publishing industries	0.033	0.045	0.008	0.025	0.026	0.033	0.019	0.049	0.009	0.009	0.005	0.012
81 Combined publishing and printing industries	0.043	0.060	0.009	0.027	0.033	0.042	0.021	0.053	0.005	0.005	0.005	0.013
82 Platemaking, typesetting and bindery industry	0.034	0.045	0.008	0.025	0.030	0.036	0.019	0.050	0.004	0.004	0.005	0.012
83 Ferro¯alloys industry and steel foundries	0.033	0.046	0.007	0.021	0.028	0.034	0.016	0.043	0.004	0.004	0.004	0.010
84 Other primary steel industries	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
85 Steel pipe and tube industry	0.010	0.018	0.004	0.012	0.003	0.007	0.009	0.023	0.009	0.009	0.002	0.006
86 Iron foundries	0.024	0.035	0.005	0.015	0.022	0.028	0.011	0.029	0.004	0.004	0.003	0.007
87 Non¯ferrous metal smelting and refining ind.	0.025	0.032	0.005	0.011	0.029	0.033	0.011	0.023	0.006	0.006	0.003	0.005
88 Aluminum rolling, casting and extruding ind.	0.021	0.030	0.004	0.013	0.024	0.028	0.010	0.025	0.009	0.009	0.002	0.006
89 Copper and copper alloy roll., cast. and extr. ind	0.026	0.036	0.006	0.018	0.015	0.020	0.014	0.035	0.001	0.001	0.003	0.008
90 Oth. roll., cast & extr. non¯ferrous met. prod. in	0.029	0.040	0.006	0.015	0.025	0.030	0.013	0.030	0.004	0.004	0.003	0.007
91 Power boiler and heat exchanger industry	0.033	0.051	0.010	0.028	0.008	0.017	0.022	0.056	0.002	0.002	0.005	0.013
92 Pre¯engineered metal build. ind. (excl. portable)	0.019	0.026	0.004	0.012	0.015	0.019	0.009	0.023	0.003	0.003	0.002	0.006
93 Fabricated structural metal products ind. n.e.c.	0.029	0.042	0.006	0.018	0.022	0.029	0.014	0.035	0.004	0.004	0.003	0.008
94 Ornamental and architectural metal prod. ind.	0.025	0.034	0.006	0.017	0.021	0.025	0.013	0.033	0.004	0.004	0.003	0.008
95 Stamped, pressed and coated metal prod. ind.	0.021	0.031	0.005	0.013	0.018	0.023	0.010	0.026	0.003	0.003	0.003	0.006
96 Wire and wire products industries	0.023	0.033	0.005	0.014	0.021	0.026	0.011	0.028	0.004	0.004	0.003	0.007
97 Hardware, tool and cutlery industries	0.025	0.035	0.005	0.016	0.021	0.026	0.012	0.032	0.004	0.004	0.003	0.008
98 Heating equipment industry	0.027	0.037	0.006	0.018	0.021	0.027	0.014	0.035	0.003	0.003	0.003	0.008
99 Machine shop industry	0.036	0.052	0.008	0.022	0.027	0.035	0.017	0.045	0.004	0.004	0.004	0.011
100 Other metal fabricating industries	0.027	0.038	0.006	0.017	0.021	0.027	0.013	0.034	0.003	0.003	0.003	0.008
101 Agricultural implement industry	0.021	0.028	0.005	0.015	0.016	0.019	0.012	0.030	0.002	0.002	0.003	0.007
102 Commercial refrig. and air cond. equip. ind.	0.025	0.037	0.005	0.015	0.018	0.024	0.012	0.031	0.002	0.002	0.003	0.007
103 Compressor, pump, turbine & other equip. ind.	0.029	0.041	0.006	0.016	0.022	0.028	0.013	0.032	0.003	0.003	0.003	0.008
104 Construction, mining & handling machinery ind.	0.033	0.047	0.007	0.018	0.026	0.033	0.015	0.036	0.005	0.005	0.004	0.009
105 Sawmill, woodwork., & other M&E ind. n.e.c.	0.031	0.045	0.007	0.018	0.021	0.028	0.015	0.036	0.003	0.003	0.004	0.009

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Industry	FEDERAL TAXES				PROVINCIAL TAXES				MUNICIPAL TAXES			
	SN Dir+Ind	NSN Dir+Ind	SN Induc	NSN Induc	SN Dir+Ind	NSN Dir+Ind	SN Induc	NSN Induc	SN Dir+Ind	NSN Dir+Ind	SN Induc	NSN Induc
106 Aircraft and aircraft parts industry	0.030	0.041	0.005	0.014	0.023	0.029	0.011	0.029	0.002	0.002	0.003	0.007
107 Motor vehicle industry	0.017	0.025	0.004	0.010	0.015	0.019	0.008	0.021	0.003	0.003	0.002	0.005
108 Truck and bus body and trailer industries	0.030	0.042	0.007	0.019	0.023	0.029	0.015	0.038	0.004	0.004	0.004	0.009
109 Motor vehicle engine and engine parts industry	0.032	0.047	0.009	0.027	0.161	0.169	0.021	0.055	0.153	0.153	0.005	0.013
110 Motor vehicle wiring assemblies industry	0.022	0.030	0.005	0.015	0.028	0.032	0.012	0.030	0.015	0.015	0.003	0.007
111 Motor vehicle stampings industry	0.015	0.021	0.004	0.011	0.016	0.019	0.008	0.021	0.007	0.007	0.002	0.005
112 Motor vehicle steering and suspension parts ind.	0.022	0.029	0.005	0.015	0.017	0.021	0.012	0.031	0.003	0.003	0.003	0.007
113 Motor vehicle wheel and brake industry	0.020	0.027	0.004	0.013	0.023	0.026	0.010	0.025	0.004	0.004	0.002	0.006
114 Plastic parts and access. for motor vehicles ind.	0.026	0.036	0.006	0.018	0.020	0.025	0.014	0.037	0.003	0.003	0.003	0.009
115 Motor vehicle fabric accessories industry	0.032	0.044	0.008	0.023	0.035	0.041	0.017	0.045	0.016	0.016	0.004	0.011
116 Other motor veh. access., parts & assemb. ind.	0.022	0.030	0.005	0.015	0.017	0.021	0.012	0.030	0.003	0.003	0.003	0.007
117 Railroad rolling stock industry	0.015	0.020	0.003	0.010	0.015	0.018	0.008	0.020	0.005	0.005	0.002	0.005
118 Shipbuilding and repair industry	0.040	0.058	0.008	0.025	0.035	0.044	0.019	0.050	0.011	0.011	0.005	0.012
119 Boatbuilding and repair industry	0.029	0.039	0.007	0.020	0.022	0.027	0.016	0.041	0.003	0.003	0.004	0.010
120 Other transportation equipment industries	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
121 Small electrical appliance industry	0.003	0.014	0.006	0.018	-0.026	-0.021	0.014	0.037	0.005	0.005	0.003	0.009
122 Major appliance ind. (electric and non-electric)	0.065	0.124	0.017	0.049	0.044	0.064	0.039	0.098	0.000	0.000	0.010	0.023
123 Electric lighting industries	0.027	0.036	0.006	0.018	0.022	0.027	0.014	0.036	0.004	0.004	0.003	0.009
124 Record player, radio and television receiver ind.	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
125 Telecommunication equipment industry	0.017	0.024	0.004	0.011	0.016	0.020	0.009	0.022	0.005	0.005	0.002	0.005
126 Electronic parts and components industry	0.021	0.029	0.005	0.013	0.015	0.019	0.010	0.027	0.002	0.002	0.003	0.006
127 Other communication and electronic equip. ind.	0.021	0.030	0.004	0.013	0.017	0.021	0.010	0.026	0.002	0.002	0.002	0.006
128 Electronic computing and peripheral equip. ind.	0.022	0.032	0.005	0.013	0.017	0.022	0.010	0.027	0.002	0.002	0.003	0.006
129 Electronic & other office, store & bus. mach. ind.	0.047	0.066	0.009	0.027	0.039	0.049	0.021	0.054	0.006	0.006	0.005	0.013
130 Electrical transformer industry	0.029	0.043	0.006	0.017	0.023	0.030	0.013	0.035	0.005	0.005	0.003	0.008
131 Switchgear, protect. & other electr. ind. equip. I	0.027	0.039	0.005	0.016	0.020	0.027	0.012	0.032	0.003	0.003	0.003	0.008
132 Communications and energy wire and cable ind.	0.012	0.018	0.002	0.007	0.014	0.017	0.006	0.014	0.005	0.005	0.001	0.003
133 Battery industry	0.068	0.097	0.015	0.044	0.057	0.071	0.034	0.088	0.013	0.013	0.008	0.021
134 Miscellaneous electrical products industries	0.058	0.084	0.013	0.039	0.044	0.057	0.030	0.078	0.012	0.012	0.007	0.019
135 Clay products industries	0.021	0.025	0.007	0.020	0.030	0.032	0.015	0.040	0.009	0.009	0.004	0.010
136 Hydraulic cement industry	0.022	0.028	0.004	0.010	0.032	0.035	0.009	0.021	0.008	0.008	0.002	0.005
137 Concrete products industries	0.041	0.058	0.008	0.024	0.039	0.048	0.019	0.048	0.008	0.008	0.005	0.012
138 Ready-mix concrete industry	0.034	0.048	0.006	0.018	0.040	0.047	0.015	0.037	0.008	0.008	0.004	0.009
139 Glass and glass products industries	0.028	0.039	0.006	0.017	0.027	0.033	0.013	0.035	0.005	0.005	0.003	0.008
140 Abrasives industry	0.028	0.037	0.007	0.021	0.033	0.037	0.016	0.042	0.011	0.011	0.004	0.010

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1996 BCIOM GOVERNMENT REVENUE MULTIPLIERS - LARGE AGGREGATION - 75% RECYCLING RATE

	FEDERAL TAXES				PROVINCIAL TAXES				MUNICIPAL TAXES			
	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN
Industry	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc
141 Lime industry	0.024	0.034	0.005	0.014	0.043	0.048	0.011	0.028	0.010	0.010	0.003	0.007
142 Other non metallic mineral products industries	0.021	0.029	0.005	0.013	0.028	0.032	0.010	0.026	0.007	0.007	0.003	0.006
143 Refined petroleum products industries	0.052	0.056	0.002	0.006	0.058	0.060	0.005	0.013	0.006	0.006	0.001	0.003
144 Other petroleum and coal products industries	0.027	0.038	0.005	0.014	0.037	0.042	0.011	0.028	0.014	0.014	0.003	0.007
145 Industrial inorganic chemical industries n.e.c.	0.028	0.035	0.005	0.012	0.046	0.049	0.012	0.023	0.016	0.016	0.003	0.006
146 Industrial organic chemical industries n.e.c.	0.036	0.044	0.007	0.014	0.098	0.103	0.015	0.029	0.039	0.039	0.004	0.007
147 Agricultural chemical industries	0.018	0.026	0.004	0.011	0.022	0.026	0.008	0.021	0.005	0.005	0.002	0.005
148 Plastic and synthetic resin industry	0.014	0.020	0.003	0.008	0.015	0.018	0.006	0.016	0.004	0.004	0.002	0.004
149 Pharmaceutical and medicine industry	0.026	0.038	0.005	0.016	0.022	0.028	0.012	0.031	0.004	0.004	0.003	0.007
150 Paint and varnish industry	0.020	0.028	0.004	0.012	0.020	0.025	0.009	0.023	0.005	0.005	0.002	0.006
151 Soap and cleaning compounds industry	0.024	0.034	0.005	0.016	0.021	0.026	0.012	0.031	0.003	0.003	0.003	0.007
152 Toilet preparations industry	0.035	0.049	0.008	0.023	0.027	0.035	0.018	0.046	0.003	0.003	0.004	0.011
153 Other chemical products industries	0.030	0.041	0.005	0.015	0.030	0.036	0.012	0.030	0.007	0.007	0.003	0.007
154 Indicating, recording and controlling instr. ind.	0.032	0.044	0.007	0.021	0.021	0.028	0.016	0.042	0.002	0.002	0.004	0.010
155 Other scientific and professional equipment ind.	0.035	0.049	0.008	0.024	0.022	0.029	0.018	0.048	0.002	0.002	0.005	0.011
156 Jewellery and precious metal industries	0.019	0.022	0.006	0.017	0.017	0.019	0.013	0.033	0.005	0.005	0.003	0.008
157 Sporting goods industry	0.021	0.027	0.005	0.015	0.016	0.020	0.011	0.029	0.002	0.002	0.003	0.007
158 Toys and games industry	0.027	0.036	0.007	0.020	0.021	0.026	0.016	0.040	0.005	0.005	0.004	0.010
159 Sign and display industry	0.033	0.044	0.008	0.023	0.029	0.034	0.018	0.047	0.005	0.005	0.004	0.011
160 Floor tile, linoleum and coated fabric industry	0.018	0.025	0.004	0.012	0.025	0.028	0.010	0.025	0.011	0.011	0.002	0.006
161 Musical instrument and sound recording industry	0.025	0.034	0.006	0.018	0.018	0.023	0.014	0.036	0.003	0.003	0.003	0.009
162 Miscellaneous manufactured products ind. n.e.c.	0.034	0.046	0.008	0.024	0.024	0.030	0.019	0.049	0.002	0.002	0.005	0.012
163 Repair construction	0.043	0.061	0.009	0.026	0.059	0.068	0.020	0.052	0.011	0.011	0.005	0.013
164 Residential construction	0.034	0.048	0.007	0.021	0.070	0.077	0.016	0.041	0.011	0.011	0.004	0.010
165 Non-residential building construction	0.038	0.055	0.008	0.023	0.062	0.070	0.018	0.047	0.011	0.011	0.004	0.011
166 Road, highway and airport runway construction	0.049	0.066	0.008	0.025	0.064	0.073	0.019	0.049	0.008	0.008	0.005	0.012
167 Gas and oil facility construction	0.040	0.055	0.008	0.022	0.060	0.067	0.018	0.043	0.011	0.011	0.004	0.010
168 Electric power, dams and irrigation construction	0.030	0.043	0.006	0.018	0.051	0.057	0.014	0.035	0.008	0.008	0.003	0.008
169 Railway, and telecommunication construction	0.029	0.041	0.006	0.017	0.061	0.067	0.013	0.034	0.009	0.009	0.003	0.008
170 Other engineering construction	0.041	0.057	0.008	0.024	0.058	0.067	0.019	0.048	0.012	0.012	0.005	0.011
171 Construction, other activities	0.038	0.051	0.007	0.019	0.058	0.065	0.015	0.039	0.022	0.022	0.004	0.009
172 Air transport and related service industries	0.044	0.059	0.008	0.021	0.078	0.086	0.017	0.043	0.010	0.010	0.004	0.010
173 Railway transport and related service industries	0.037	0.048	0.007	0.017	0.049	0.055	0.015	0.034	0.016	0.016	0.004	0.008
174 Water transport and related services industries	0.052	0.068	0.009	0.023	0.070	0.078	0.021	0.046	0.018	0.018	0.005	0.011
175 Truck transport industries	0.049	0.065	0.007	0.022	0.077	0.085	0.017	0.044	0.012	0.012	0.004	0.010

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Industry	FEDERAL TAXES				PROVINCIAL TAXES				MUNICIPAL TAXES			
	SN Dir+Ind	NSN Dir+Ind	SN Induc	NSN Induc	SN Dir+Ind	NSN Dir+Ind	SN Induc	NSN Induc	SN Dir+Ind	NSN Dir+Ind	SN Induc	NSN Induc
176 Urban transit systems industry	-0.613	-0.555	0.024	0.071	-1.386	-1.356	0.055	0.143	-0.052	-0.052	0.014	0.034
177 Interurban and rural transit systems industry	0.048	0.066	0.008	0.023	0.070	0.079	0.018	0.047	0.015	0.015	0.004	0.011
178 Taxicab and other transportation industries	0.044	0.052	0.008	0.024	0.073	0.077	0.018	0.048	0.025	0.025	0.005	0.011
179 School and other bus operations industries	0.036	0.043	0.007	0.022	0.068	0.072	0.017	0.044	0.031	0.031	0.004	0.010
180 Other service ind. incidental to transportation	0.046	0.066	0.009	0.026	0.057	0.067	0.020	0.053	0.020	0.020	0.005	0.013
181 Natural gas pipeline transport industry	0.022	0.028	0.004	0.009	0.041	0.044	0.009	0.019	0.023	0.023	0.002	0.005
182 Crude oil and other pipeline transport industries	0.019	0.024	0.003	0.008	0.056	0.058	0.008	0.016	0.029	0.029	0.002	0.004
183 Grain elevator industry	0.056	0.072	0.010	0.025	0.061	0.070	0.023	0.050	0.018	0.018	0.006	0.012
184 Other storage and warehousing industries	0.040	0.057	0.008	0.025	0.079	0.087	0.019	0.050	0.053	0.053	0.005	0.012
185 Radio and television broadcasting industries	0.038	0.053	0.007	0.020	0.036	0.044	0.017	0.040	0.006	0.006	0.004	0.010
186 Cable television industry	0.020	0.028	0.004	0.011	0.036	0.040	0.009	0.021	0.013	0.013	0.002	0.005
187 Telecommunication carriers industries	0.030	0.041	0.006	0.015	0.038	0.044	0.013	0.031	0.010	0.010	0.003	0.007
188 Postal and courier service industries	0.043	0.060	0.010	0.030	0.039	0.048	0.023	0.060	0.011	0.011	0.006	0.014
189 Electric power systems industry	0.020	0.025	0.004	0.008	0.052	0.054	0.008	0.016	0.038	0.038	0.002	0.004
190 Gas distribution systems industry	0.034	0.039	0.006	0.012	0.068	0.070	0.014	0.024	0.050	0.050	0.003	0.006
191 Water systems and other utility industries n.e.c.	0.062	0.077	0.008	0.022	0.061	0.069	0.019	0.044	0.017	0.017	0.005	0.011
192 Wholesale trade industries	0.051	0.071	0.009	0.026	0.049	0.059	0.020	0.052	0.010	0.010	0.005	0.012
193 Retail trade industries	0.045	0.058	0.010	0.030	0.048	0.055	0.023	0.059	0.016	0.016	0.006	0.014
194 Central bank	0.058	0.075	0.008	0.023	0.060	0.069	0.018	0.046	0.022	0.022	0.005	0.011
195 Banks and other deposit accepting intermed.	0.035	0.048	0.006	0.017	0.057	0.064	0.014	0.035	0.034	0.034	0.003	0.008
196 Credit unions and caisses populaires	0.062	0.088	0.012	0.033	0.054	0.067	0.027	0.067	0.014	0.014	0.007	0.016
197 Other financial intermediary industries	0.083	0.108	0.012	0.034	0.076	0.089	0.027	0.068	0.018	0.018	0.007	0.016
198 Real estate operator industries	0.020	0.028	0.004	0.011	0.094	0.098	0.009	0.023	0.094	0.094	0.002	0.005
199 Insurance and real estate agent industries	0.062	0.080	0.009	0.025	0.057	0.066	0.019	0.049	0.008	0.008	0.005	0.012
200 Insurance industries	0.061	0.079	0.009	0.024	0.102	0.111	0.020	0.049	0.065	0.065	0.005	0.012
201 Owner occupied dwellings	0.006	0.007	0.009	0.013	0.065	0.066	0.020	0.026	0.065	0.065	0.005	0.006
202 Computer and related services	0.044	0.064	0.009	0.026	0.042	0.052	0.020	0.052	0.005	0.005	0.005	0.012
203 Accounting and legal services	0.060	0.087	0.012	0.035	0.052	0.066	0.027	0.069	0.011	0.011	0.007	0.017
204 Architectural, eng., & oth. scientific & tech. ser	0.054	0.077	0.010	0.030	0.042	0.054	0.024	0.060	0.005	0.005	0.006	0.014
205 Advertising services	0.033	0.046	0.008	0.022	0.043	0.049	0.017	0.045	0.014	0.014	0.004	0.011
206 Miscellaneous business service industries	0.042	0.059	0.010	0.029	0.034	0.043	0.022	0.058	0.007	0.007	0.006	0.014
207 Educational service industries	0.078	0.101	0.012	0.032	0.059	0.071	0.028	0.065	0.017	0.017	0.007	0.016
208 Other health and social service industries	-0.003	0.028	0.014	0.042	-0.112	-0.096	0.032	0.084	-0.004	-0.004	0.008	0.020
209 Health practitioners & medical laboratories ind.	0.061	0.083	0.010	0.030	0.044	0.055	0.023	0.060	0.007	0.007	0.006	0.014
210 Accommodation service industries	0.040	0.054	0.008	0.024	0.067	0.074	0.019	0.048	0.024	0.024	0.005	0.012

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Industry	FEDERAL TAXES				PROVINCIAL TAXES				MUNICIPAL TAXES			
	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN	SN	NSN
	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc	Dir+Ind	Dir+Ind	Induc	Induc
211 Food and beverage service industries	0.032	0.039	0.008	0.024	0.040	0.043	0.018	0.047	0.009	0.009	0.004	0.011
212 Motion picture, audio and video prod. & distrib.	0.025	0.034	0.005	0.013	0.039	0.044	0.011	0.026	0.006	0.006	0.003	0.006
213 Motion picture exhibition	0.019	0.024	0.005	0.014	0.034	0.037	0.011	0.028	0.016	0.016	0.003	0.007
214 Other amusement and recreational service ind.	0.038	0.051	0.009	0.027	0.046	0.053	0.021	0.054	0.017	0.017	0.005	0.013
215 Lotteries, bingos, casinos, etc.	0.098	0.113	0.010	0.029	0.040	0.048	0.022	0.058	0.007	0.007	0.006	0.014
216 Laundries and cleaners	0.032	0.041	0.008	0.022	0.051	0.056	0.017	0.045	0.011	0.011	0.004	0.011
217 Other personal service industries	0.041	0.049	0.011	0.033	0.036	0.040	0.026	0.067	0.008	0.008	0.006	0.016
218 Photographers	0.035	0.047	0.008	0.023	0.044	0.050	0.018	0.047	0.011	0.011	0.004	0.011
219 Mach. & equip., auto. & truck rent. & leasing serv	0.037	0.048	0.006	0.018	0.046	0.051	0.014	0.037	0.012	0.012	0.004	0.009
220 Business and professional membership assoc.	0.080	0.103	0.013	0.033	0.048	0.060	0.029	0.067	0.006	0.006	0.007	0.016
221 Travel services	0.047	0.065	0.009	0.028	0.052	0.061	0.021	0.056	0.014	0.014	0.005	0.013
222 Other services n.e.c.	0.043	0.058	0.009	0.026	0.062	0.070	0.020	0.052	0.027	0.027	0.005	0.012
223 Oth. repair serv. & serv. to buildings & dwellings	0.048	0.062	0.011	0.032	0.038	0.045	0.025	0.065	0.003	0.003	0.006	0.016
224 Operating supplies	0.011	0.015	0.002	0.006	0.043	0.045	0.004	0.012	0.002	0.002	0.001	0.003
225 Office supplies	0.027	0.032	0.003	0.008	0.039	0.042	0.006	0.016	0.002	0.002	0.002	0.004
226 Cafeteria supplies	0.013	0.018	0.003	0.008	0.015	0.017	0.006	0.016	0.004	0.004	0.002	0.004
227 Laboratory supplies	0.011	0.014	0.001	0.004	0.052	0.054	0.003	0.008	0.002	0.002	0.001	0.002
228 Travel & entertainment	0.060	0.067	0.005	0.013	0.080	0.084	0.010	0.027	0.008	0.008	0.003	0.006
229 Advertising & promotion	0.028	0.038	0.006	0.017	0.041	0.046	0.013	0.033	0.007	0.007	0.003	0.008
230 Transportation margins	0.040	0.053	0.007	0.019	0.059	0.065	0.015	0.037	0.013	0.013	0.004	0.009
231 N.B. ¯P Religious organizations	0.059	0.081	0.011	0.032	0.052	0.064	0.025	0.065	0.013	0.013	0.006	0.015
232 N.B. ¯P Welfare organizations	0.066	0.093	0.012	0.035	0.050	0.064	0.027	0.070	0.009	0.009	0.007	0.017
233 N.B. ¯P Sports & recreation clubs	0.061	0.073	0.008	0.025	0.057	0.063	0.019	0.050	0.011	0.011	0.005	0.012
234 N.B. ¯P Educational institutions	0.069	0.094	0.013	0.034	0.047	0.059	0.030	0.069	0.007	0.007	0.007	0.016
235 N.B. ¯P Other organizations	0.062	0.085	0.010	0.030	0.051	0.063	0.023	0.060	0.010	0.010	0.006	0.014
236 N.B. ¯G Hospitals	0.063	0.085	0.012	0.032	0.041	0.052	0.027	0.063	0.001	0.001	0.007	0.015
237 N.B. ¯G Residential care facilities	0.058	0.084	0.012	0.035	0.035	0.049	0.026	0.069	0.002	0.002	0.007	0.017
238 N.B. ¯G University education	0.070	0.091	0.012	0.031	0.047	0.058	0.028	0.062	0.002	0.002	0.007	0.015
239 N.B. ¯G Other educational serv.	0.067	0.092	0.013	0.034	0.038	0.051	0.030	0.068	0.001	0.001	0.007	0.016
240 N.B. ¯G Defence services	0.039	0.055	0.007	0.021	0.030	0.038	0.017	0.042	0.002	0.002	0.004	0.010
241 N.B. ¯G Other municipal govt.	0.050	0.068	0.009	0.024	0.036	0.046	0.019	0.048	0.003	0.003	0.005	0.012
242 N.B. ¯G Other provincial & territorial govt.	0.049	0.067	0.010	0.026	0.039	0.048	0.022	0.052	0.008	0.008	0.005	0.013
243 N.B. ¯G Other federal govt.	0.052	0.073	0.010	0.027	0.044	0.054	0.023	0.055	0.012	0.012	0.006	0.013

SN Induc: With Safety Net Scenario. New jobs are filled by people formerly receiving assistance. Displaced workers receive assistance.
NSN Induc: No Safety Net Scenario. People without jobs have zero income.